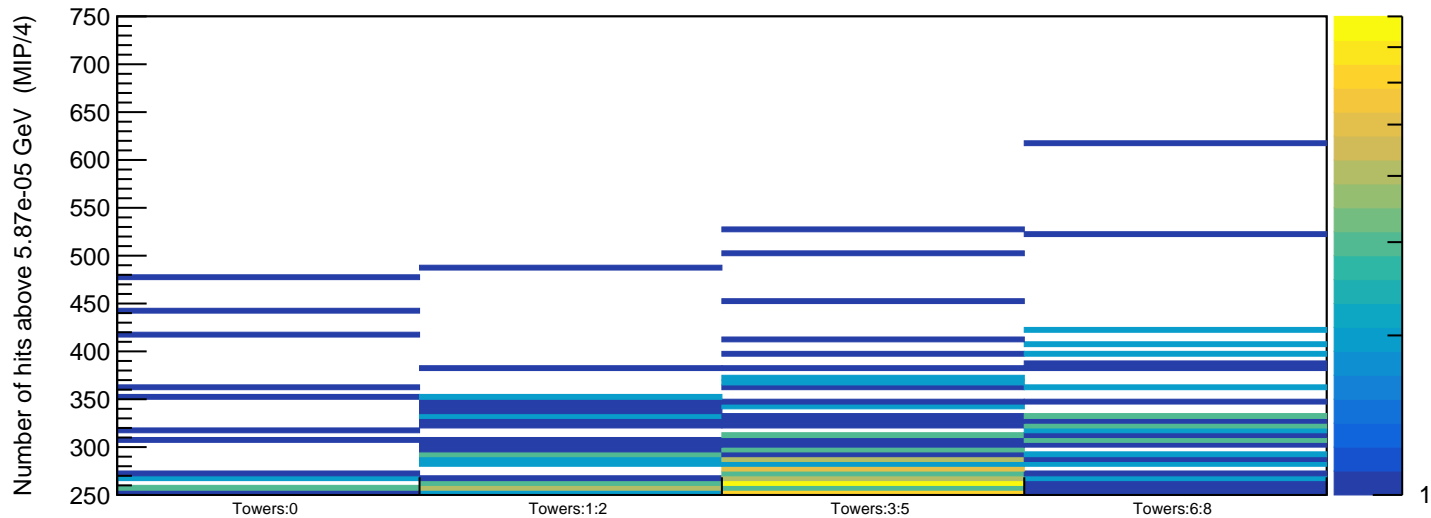


# ScECalEndcap high\_#Nhits Layers 0:9

Number of Events



**Mean: 3.22e+02 #hits**

**Std Dev: 7.43e+01 #hits**

**events: 1.40e+01**

**Mean: 3.03e+02 #hits**

**Std Dev: 4.85e+01 #hits**

**events: 3.10e+01**

**Mean: 3.05e+02 #hits**

**Std Dev: 5.94e+01 #hits**

**events: 6.10e+01**

**Mean: 3.39e+02 #hits**

**Std Dev: 7.28e+01 #hits**

**events: 3.80e+01**