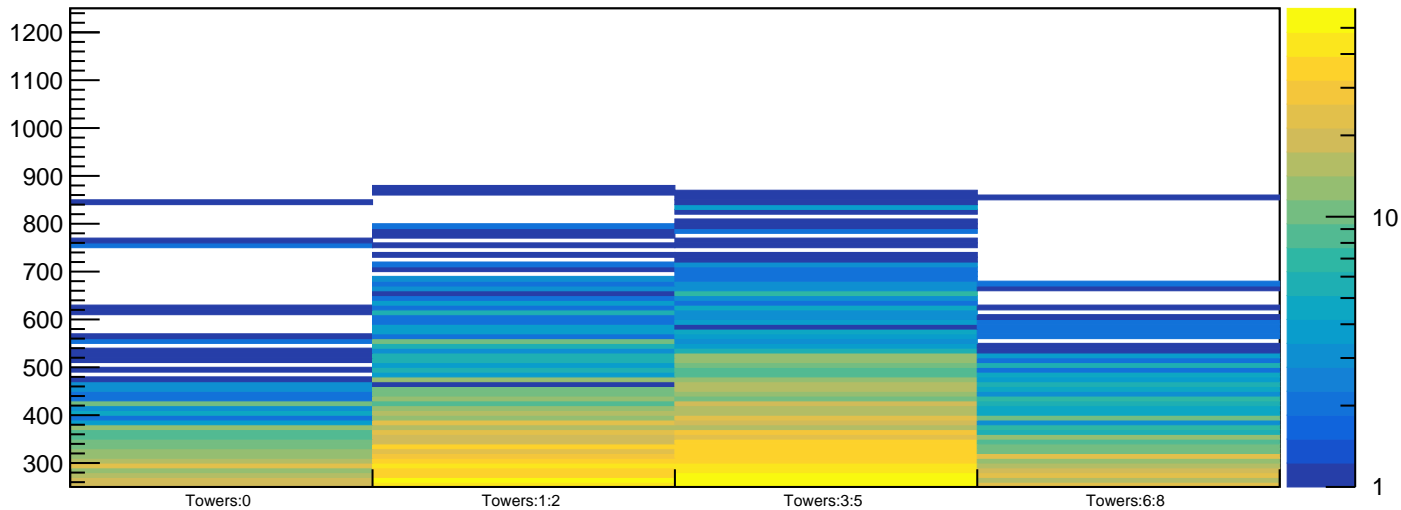


# ScECalEndcap high\_#Nhits Layers 20:29

Number of hits above 5.87e-05 GeV (MIP/4)

Number of Events



<b>Mean: 3.42e+02 #hits</b> <b>Std Dev: 9.21e+01 #hits</b> <b>events: 2.28e+02</b>	<b>Mean: 3.67e+02 #hits</b> <b>Std Dev: 1.13e+02 #hits</b> <b>events: 6.39e+02</b>	<b>Mean: 3.77e+02 #hits</b> <b>Std Dev: 1.21e+02 #hits</b> <b>events: 7.85e+02</b>	<b>Mean: 3.57e+02 #hits</b> <b>Std Dev: 9.81e+01 #hits</b> <b>events: 2.79e+02</b>
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