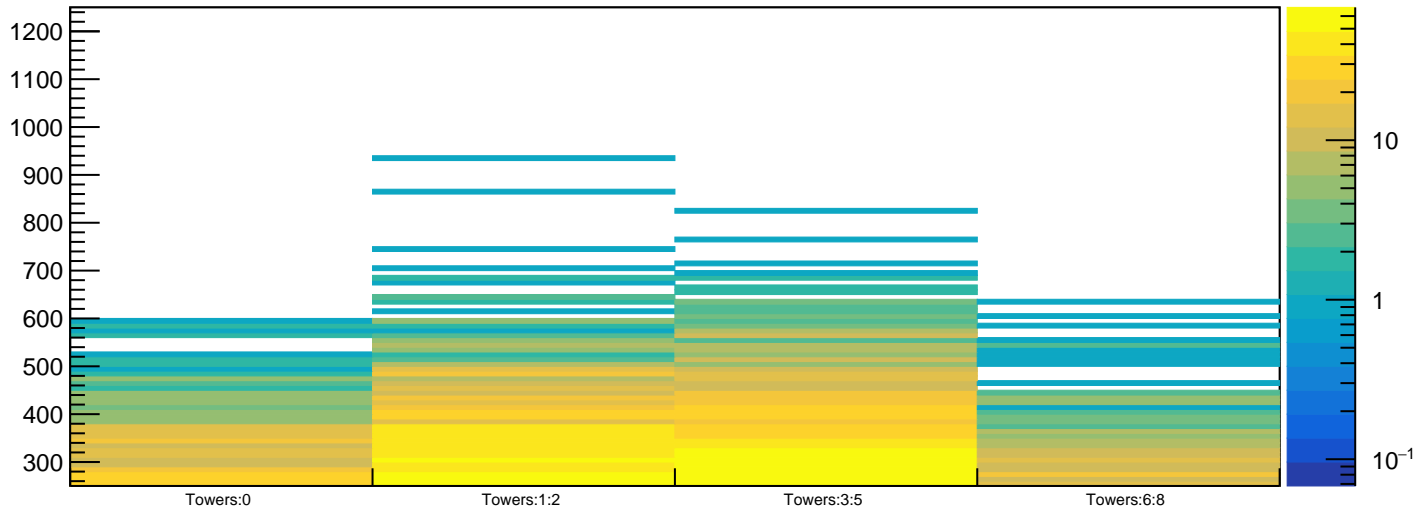


# ScECalEndcap high\_#Nhits Layers 10:19

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

Number of Events



**Mean: 3.37e+02 #hits**  
**Std Dev: 7.27e+01 #hits**  
**events: 2.97e+02**

**Mean: 3.55e+02 #hits**  
**Std Dev: 8.86e+01 #hits**  
**events: 8.66e+02**

**Mean: 3.62e+02 #hits**  
**Std Dev: 9.40e+01 #hits**  
**events: 9.23e+02**

**Mean: 3.37e+02 #hits**  
**Std Dev: 7.78e+01 #hits**  
**events: 1.71e+02**