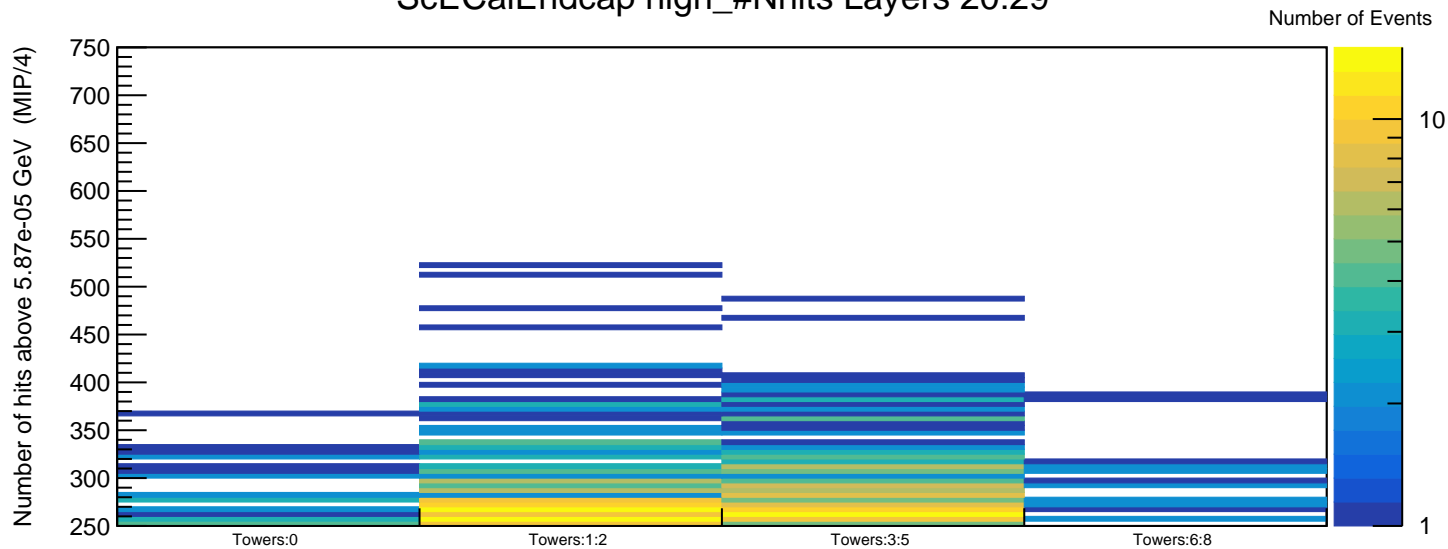


# ScECalEndcap high\_#Nhits Layers 20:29



**Mean:  $2.86 \times 10^2$  #hits**

**Std Dev:  $3.12 \times 10^1$  #hits**

**events:  $2.40 \times 10^1$**

**Mean:  $3.00 \times 10^2$  #hits**

**Std Dev:  $5.39 \times 10^1$  #hits**

**events:  $1.26 \times 10^2$**

**Mean:  $3.02 \times 10^2$  #hits**

**Std Dev:  $4.66 \times 10^1$  #hits**

**events:  $1.27 \times 10^2$**

**Mean:  $2.99 \times 10^2$  #hits**

**Std Dev:  $3.63 \times 10^1$  #hits**

**events:  $1.70 \times 10^1$**