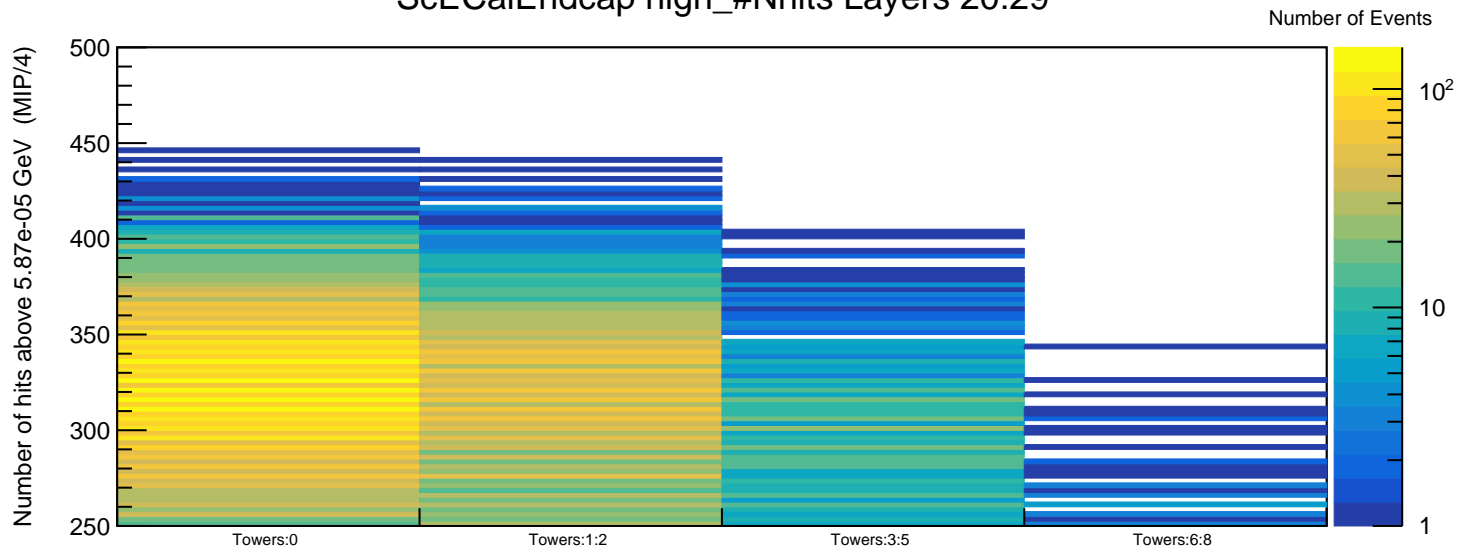


# ScECalEndcap high\_#Nhits Layers 20:29



<b>Mean: 3.23e+02 #hits</b> <b>Std Dev: 3.39e+01 #hits</b> <b>events: 3.76e+03</b>	<b>Mean: 3.19e+02 #hits</b> <b>Std Dev: 3.50e+01 #hits</b> <b>events: 1.88e+03</b>	<b>Mean: 3.03e+02 #hits</b> <b>Std Dev: 3.17e+01 #hits</b> <b>events: 4.05e+02</b>	<b>Mean: 2.79e+02 #hits</b> <b>Std Dev: 2.38e+01 #hits</b> <b>events: 3.40e+01</b>
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