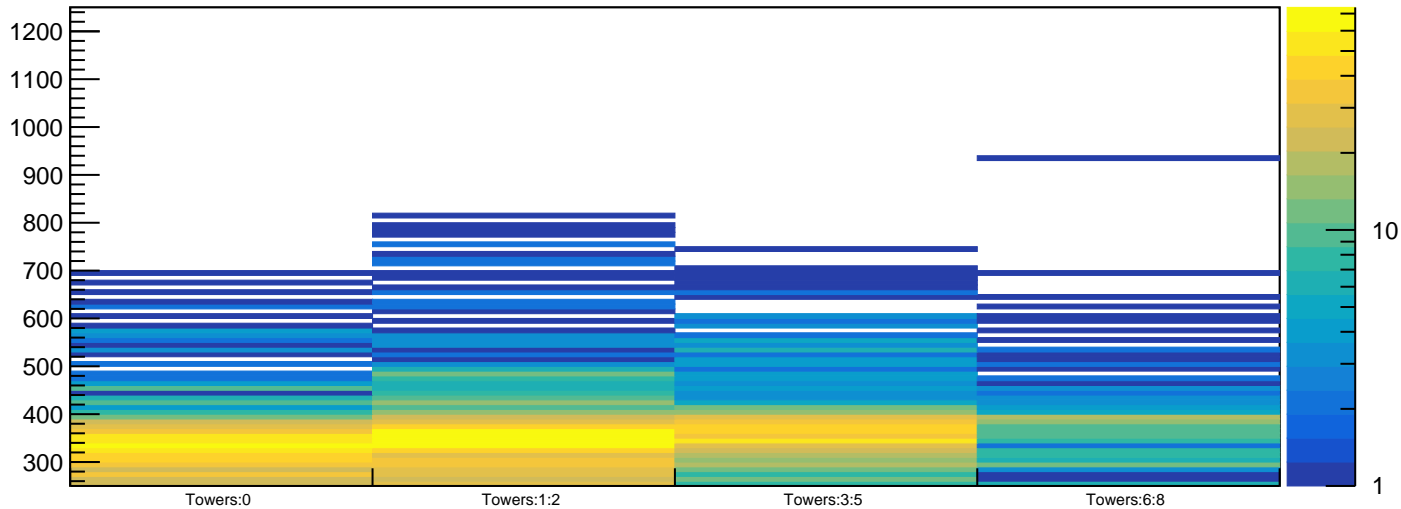


# ScECalEndcap high\_#Nhits Layers 10:19

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

Number of Events



<b>Mean: 3.43e+02 #hits</b> <b>Std Dev: 6.56e+01 #hits</b> <b>events: 6.21e+02</b>	<b>Mean: 3.62e+02 #hits</b> <b>Std Dev: 8.40e+01 #hits</b> <b>events: 7.35e+02</b>	<b>Mean: 3.75e+02 #hits</b> <b>Std Dev: 7.92e+01 #hits</b> <b>events: 4.76e+02</b>	<b>Mean: 3.82e+02 #hits</b> <b>Std Dev: 9.06e+01 #hits</b> <b>events: 1.51e+02</b>
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