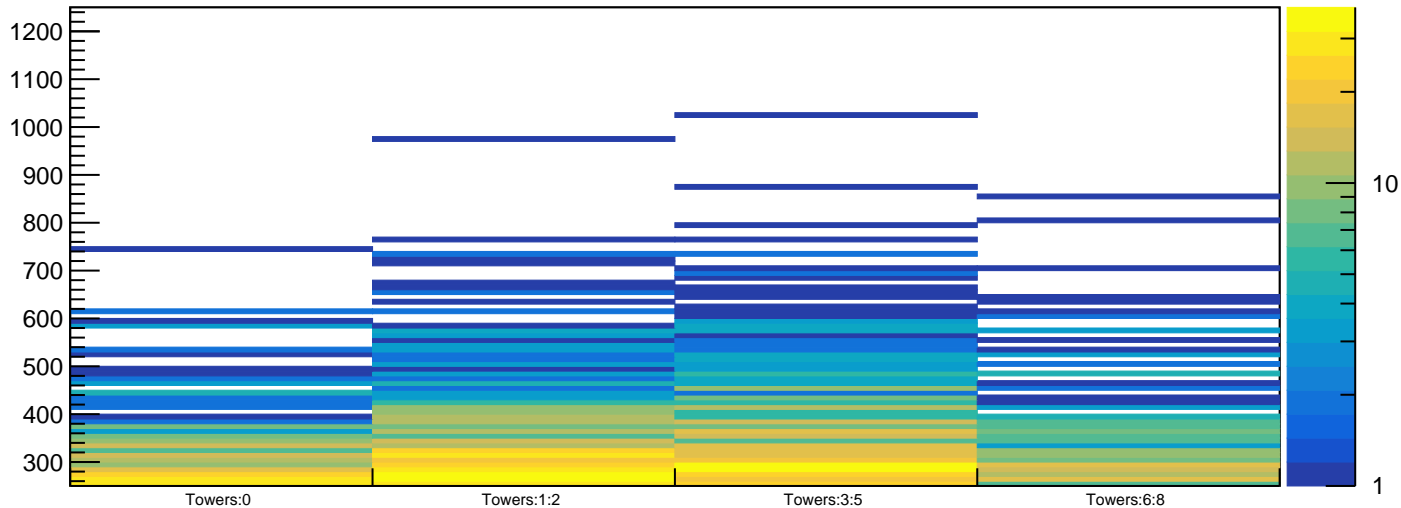


# ScECalEndcap high\_#Nhits Layers 10:19

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

Number of Events



**Mean: 3.23e+02 #hits**  
**Std Dev: 8.12e+01 #hits**  
**events: 2.19e+02**

**Mean: 3.48e+02 #hits**  
**Std Dev: 1.03e+02 #hits**  
**events: 3.77e+02**

**Mean: 3.66e+02 #hits**  
**Std Dev: 1.13e+02 #hits**  
**events: 3.80e+02**

**Mean: 3.54e+02 #hits**  
**Std Dev: 1.06e+02 #hits**  
**events: 1.69e+02**