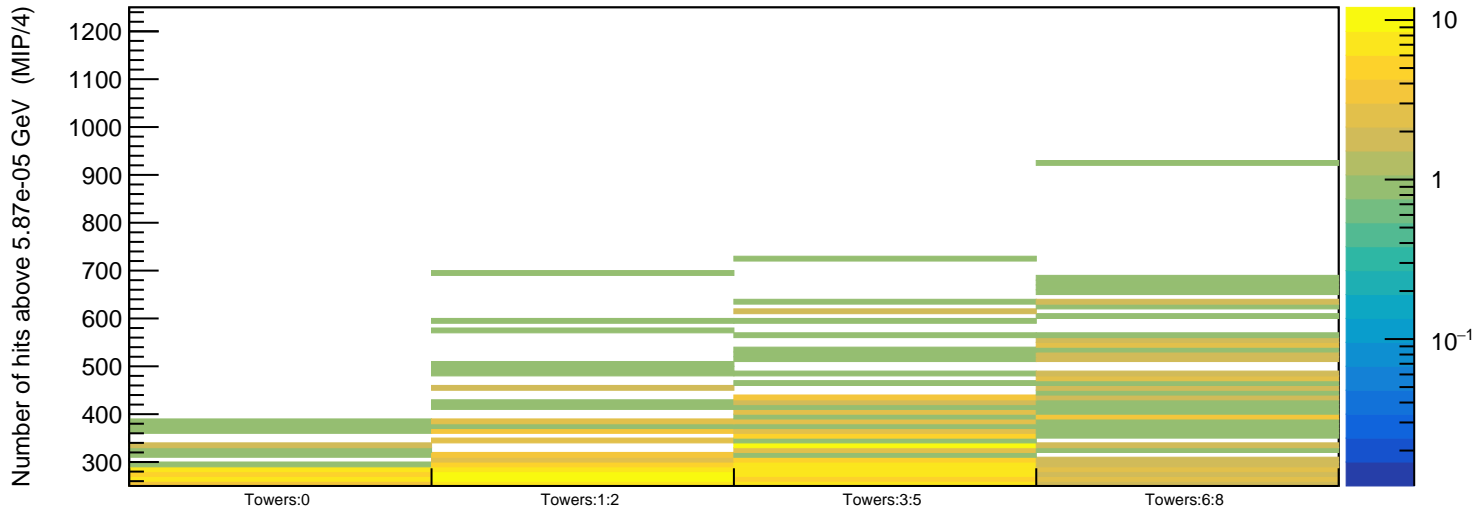


# ScECalEndcap high\_#Nhits Layers 0:9



**Mean: 2.90e+02 #hits**

**Std Dev: 3.49e+01 #hits**

**events: 3.10e+01**

**Mean: 3.26e+02 #hits**

**Std Dev: 8.91e+01 #hits**

**events: 6.90e+01**

**Mean: 3.54e+02 #hits**

**Std Dev: 9.96e+01 #hits**

**events: 8.70e+01**

**Mean: 4.46e+02 #hits**

**Std Dev: 1.39e+02 #hits**

**events: 5.90e+01**