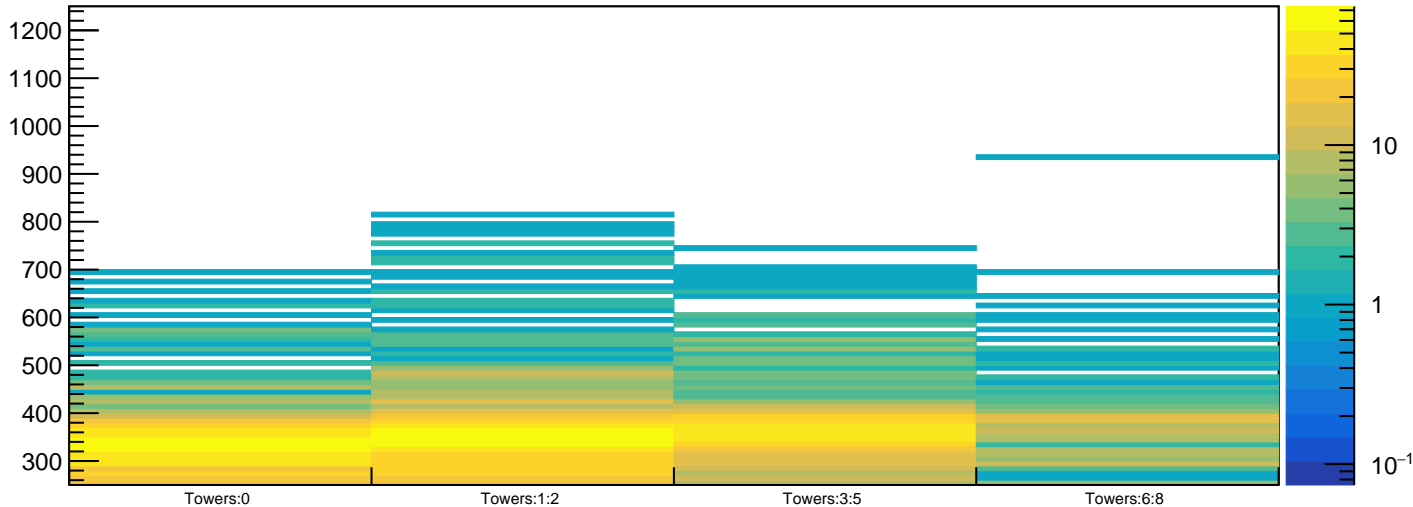


# ScECalEndcap high\_#Nhits Layers 10:19

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

Number of Events



**Mean: 3.44e+02 #hits**

**Std Dev: 6.57e+01 #hits**

**events: 6.21e+02**

**Mean: 3.62e+02 #hits**

**Std Dev: 8.41e+01 #hits**

**events: 7.35e+02**

**Mean: 3.76e+02 #hits**

**Std Dev: 7.93e+01 #hits**

**events: 4.76e+02**

**Mean: 3.83e+02 #hits**

**Std Dev: 9.08e+01 #hits**

**events: 1.51e+02**