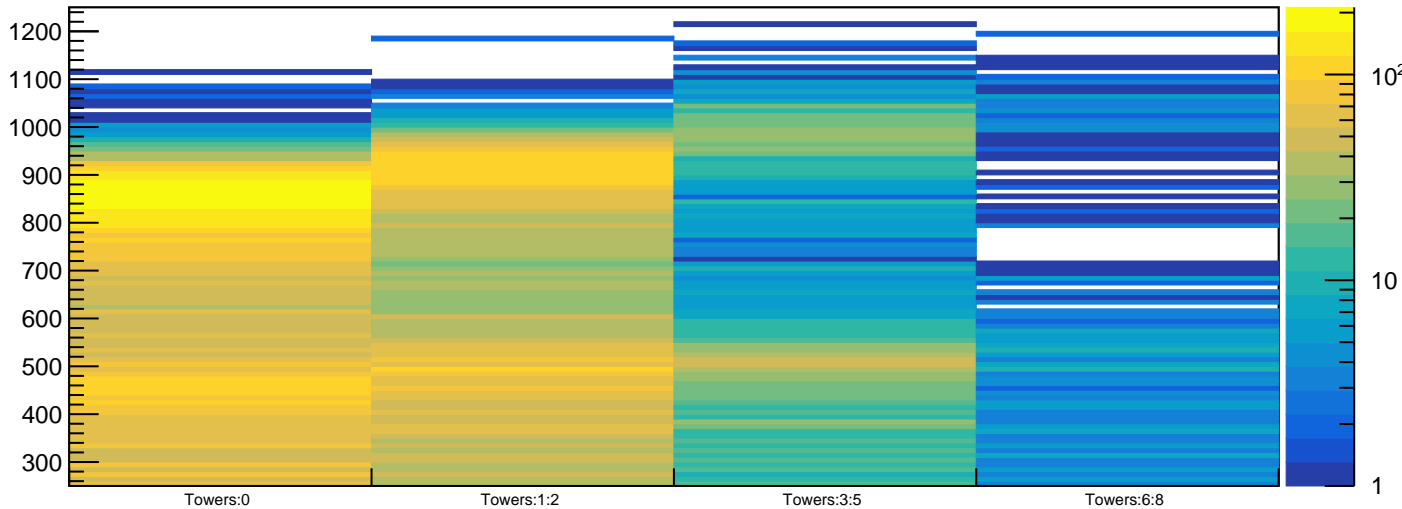


# ScECalEndcap high\_#Nhits Layers 10:19

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



**Mean: 6.53e+02 #hits**  
**Std Dev: 2.10e+02 #hits**  
**events: 5.98e+03**

**Mean: 6.52e+02 #hits**  
**Std Dev: 2.28e+02 #hits**  
**events: 4.05e+03**

**Mean: 6.38e+02 #hits**  
**Std Dev: 2.55e+02 #hits**  
**events: 1.25e+03**

**Mean: 5.95e+02 #hits**  
**Std Dev: 2.59e+02 #hits**  
**events: 2.46e+02**