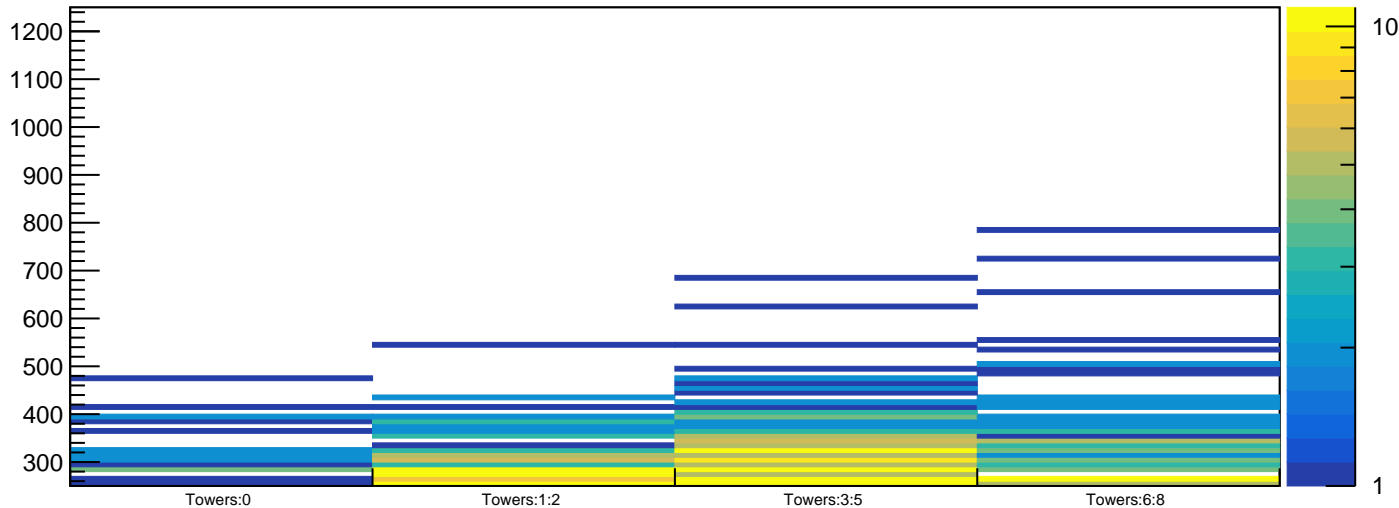


# ScECalEndcap high\_#Nhits Layers 0:9

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

Number of Events



<b>Mean: 3.29e+02 #hits</b> <b>Std Dev: 5.76e+01 #hits</b> <b>events: 1.90e+01</b>	<b>Mean: 3.06e+02 #hits</b> <b>Std Dev: 5.45e+01 #hits</b> <b>events: 7.40e+01</b>	<b>Mean: 3.32e+02 #hits</b> <b>Std Dev: 7.50e+01 #hits</b> <b>events: 1.11e+02</b>	<b>Mean: 3.58e+02 #hits</b> <b>Std Dev: 1.09e+02 #hits</b> <b>events: 6.60e+01</b>
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