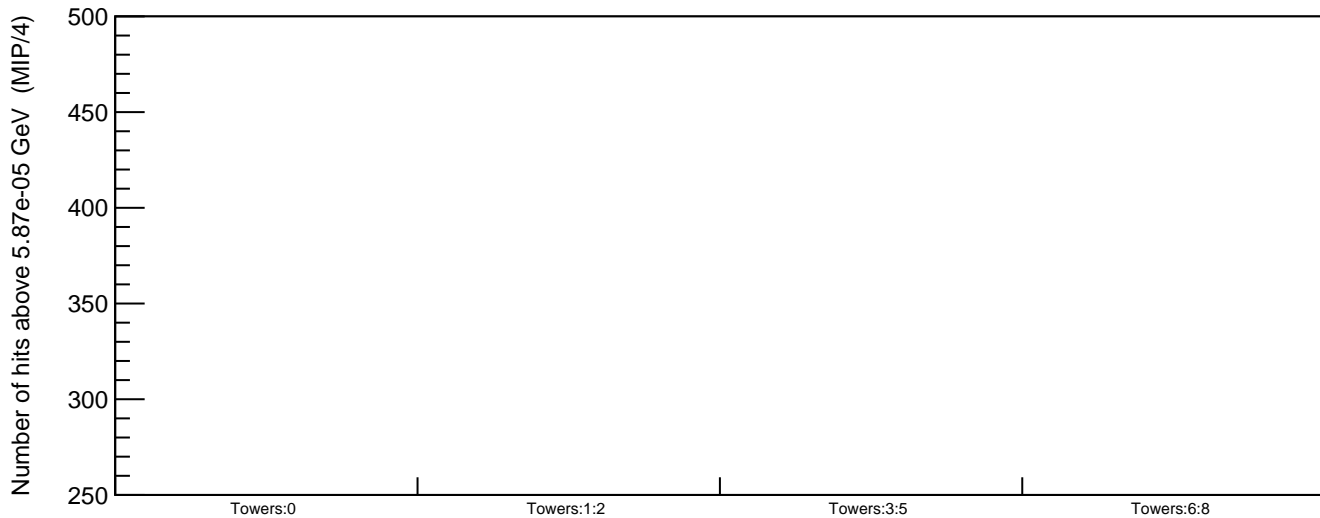


# ScECalEndcap high\_#Nhits Layers 0:9



**Mean: 0.00e+00 #hits**

**Std Dev: 0.00e+00 #hits**

**events: 0.00e+00**

**Mean: 0.00e+00 #hits**

**Std Dev: 0.00e+00 #hits**

**events: 0.00e+00**

**Mean: 0.00e+00 #hits**

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**events: 0.00e+00**