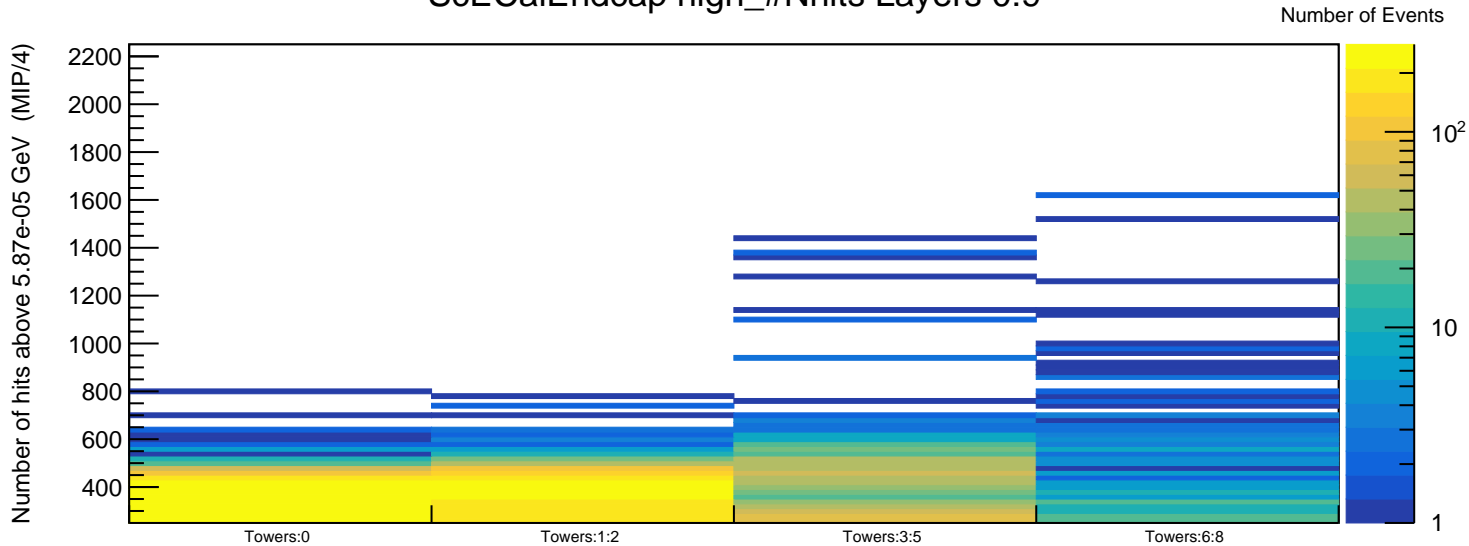


# ScECalEndcap high\_#Nhits Layers 0:9



**Mean: 3.61e+02 #hits**

**Std Dev: 5.70e+01 #hits**

**events: 3.85e+03**

**Mean: 3.73e+02 #hits**

**Std Dev: 7.16e+01 #hits**

**events: 2.44e+03**

**Mean: 4.13e+02 #hits**

**Std Dev: 1.43e+02 #hits**

**events: 7.70e+02**

**Mean: 4.75e+02 #hits**

**Std Dev: 2.47e+02 #hits**

**events: 1.84e+02**