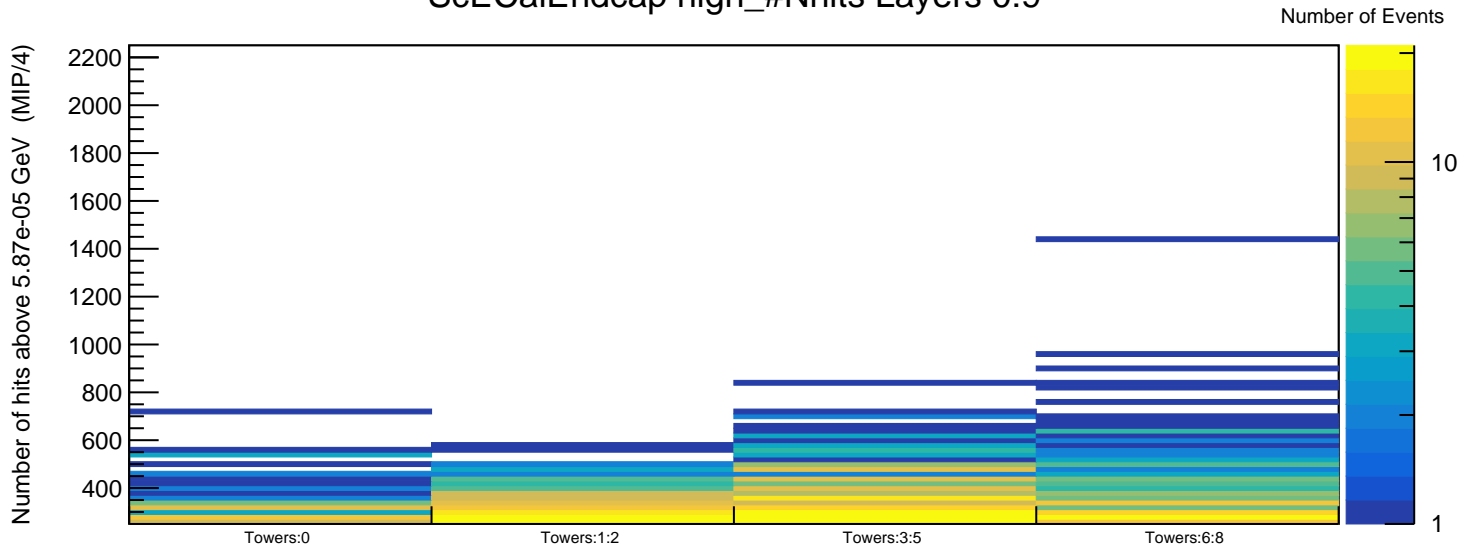


# ScECalEndcap high\_#Nhits Layers 0:9



<b>Mean: 3.43e+02 #hits</b> <b>Std Dev: 9.65e+01 #hits</b> <b>events: 5.60e+01</b>	<b>Mean: 3.20e+02 #hits</b> <b>Std Dev: 6.73e+01 #hits</b> <b>events: 1.55e+02</b>	<b>Mean: 3.70e+02 #hits</b> <b>Std Dev: 1.10e+02 #hits</b> <b>events: 1.99e+02</b>	<b>Mean: 4.04e+02 #hits</b> <b>Std Dev: 1.71e+02 #hits</b> <b>events: 1.30e+02</b>
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