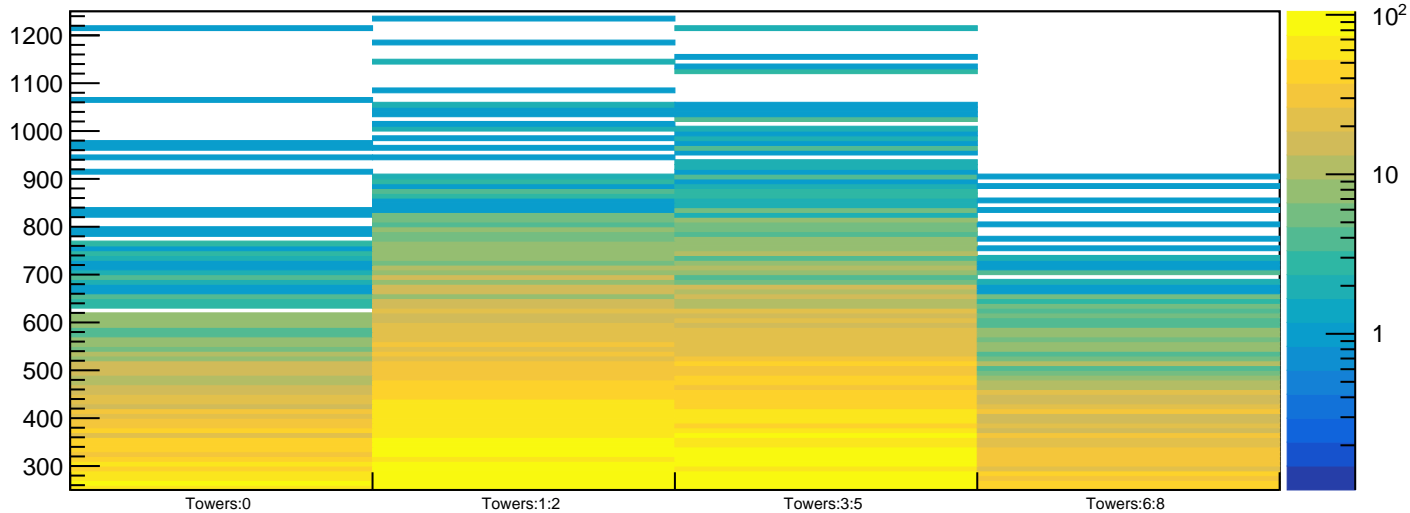


# ScECalEndcap high\_#Nhits Layers 10:19

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



**Mean: 3.79e+02 #hits**  
**Std Dev: 1.20e+02 #hits**  
**events: 1.01e+03**

**Mean: 4.20e+02 #hits**  
**Std Dev: 1.46e+02 #hits**  
**events: 2.20e+03**

**Mean: 4.25e+02 #hits**  
**Std Dev: 1.54e+02 #hits**  
**events: 2.14e+03**

**Mean: 3.88e+02 #hits**  
**Std Dev: 1.16e+02 #hits**  
**events: 6.91e+02**