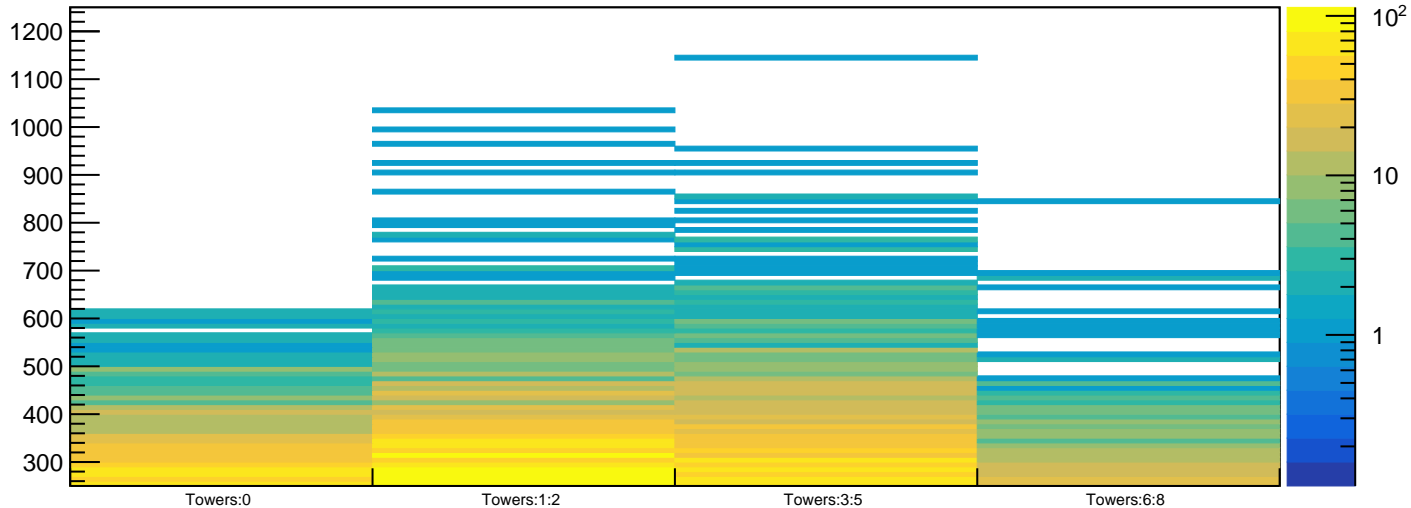


# ScECalEndcap high\_#Nhits Layers 20:29

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



**Mean: 3.28e+02 #hits**

**Std Dev: 7.09e+01 #hits**

**events: 5.96e+02**

**Mean: 3.48e+02 #hits**

**Std Dev: 1.00e+02 #hits**

**events: 1.18e+03**

**Mean: 3.68e+02 #hits**

**Std Dev: 1.17e+02 #hits**

**events: 8.89e+02**

**Mean: 3.41e+02 #hits**

**Std Dev: 9.07e+01 #hits**

**events: 2.29e+02**