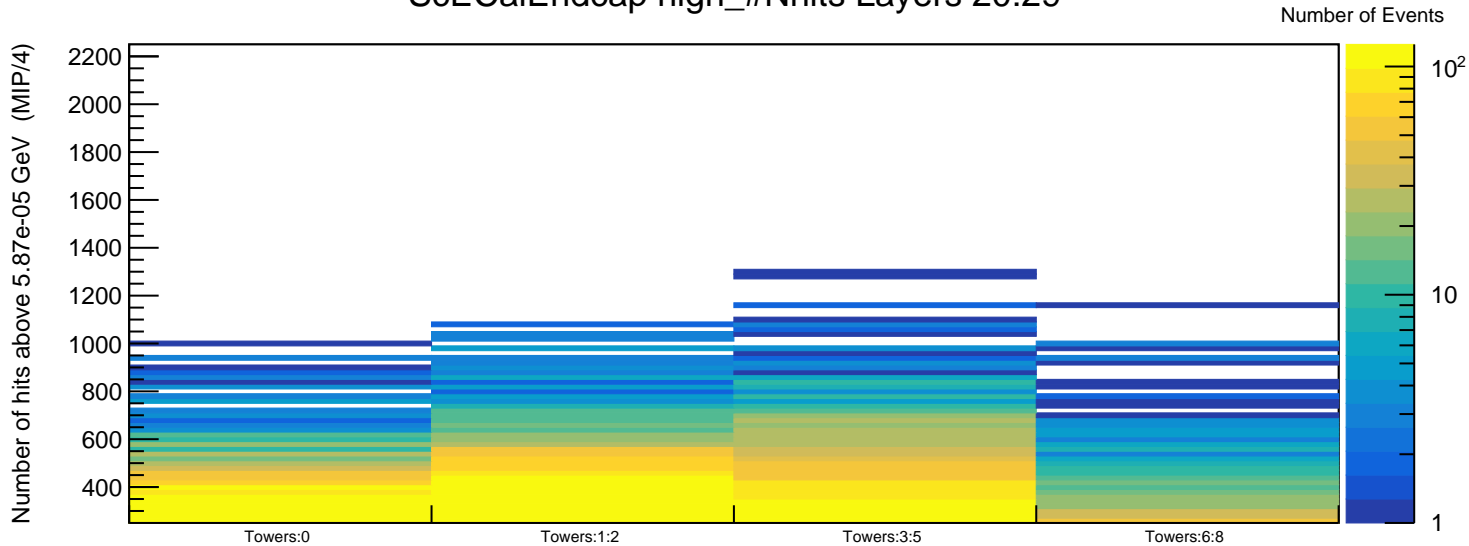


# ScECalEndcap high\_#Nhits Layers 20:29



Mean: 3.65e+02 #hits

Std Dev: 1.05e+02 #hits

events: 1.60e+03

Mean: 3.96e+02 #hits

Std Dev: 1.28e+02 #hits

events: 2.32e+03

Mean: 4.30e+02 #hits

Std Dev: 1.58e+02 #hits

events: 1.53e+03

Mean: 4.02e+02 #hits

Std Dev: 1.59e+02 #hits

events: 3.23e+02