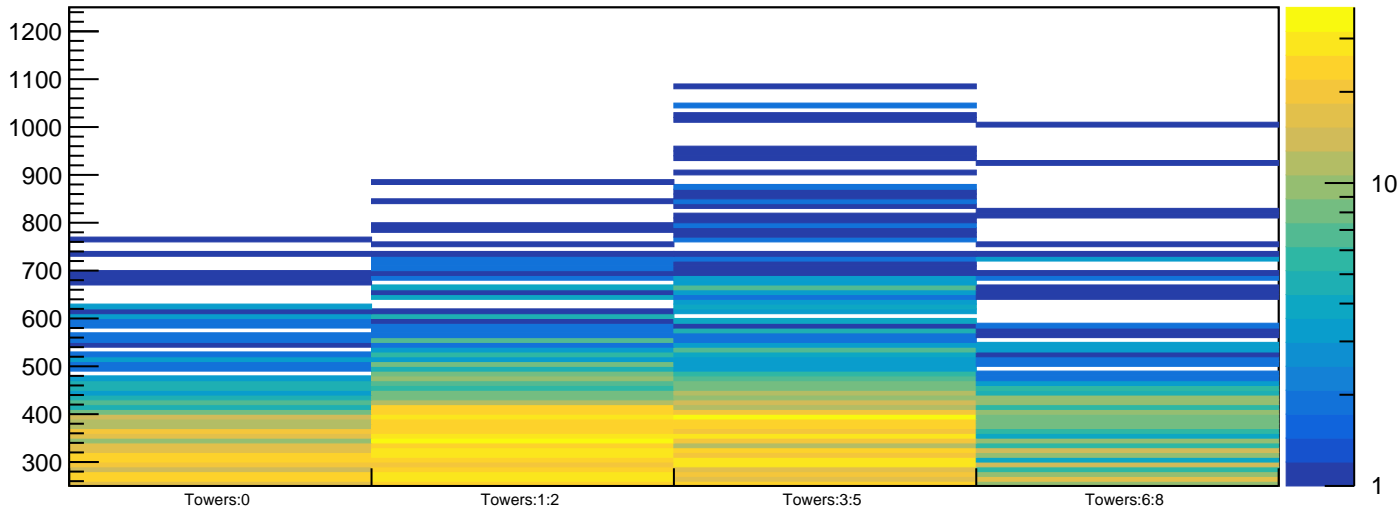


# ScECalEndcap high\_#Nhits Layers 10:19

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

Number of Events



<b>Mean: 3.57e+02 #hits</b> <b>Std Dev: 9.27e+01 #hits</b> <b>events: 3.30e+02</b>	<b>Mean: 3.78e+02 #hits</b> <b>Std Dev: 1.04e+02 #hits</b> <b>events: 5.82e+02</b>	<b>Mean: 4.08e+02 #hits</b> <b>Std Dev: 1.48e+02 #hits</b> <b>events: 5.33e+02</b>	<b>Mean: 3.92e+02 #hits</b> <b>Std Dev: 1.28e+02 #hits</b> <b>events: 2.14e+02</b>
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