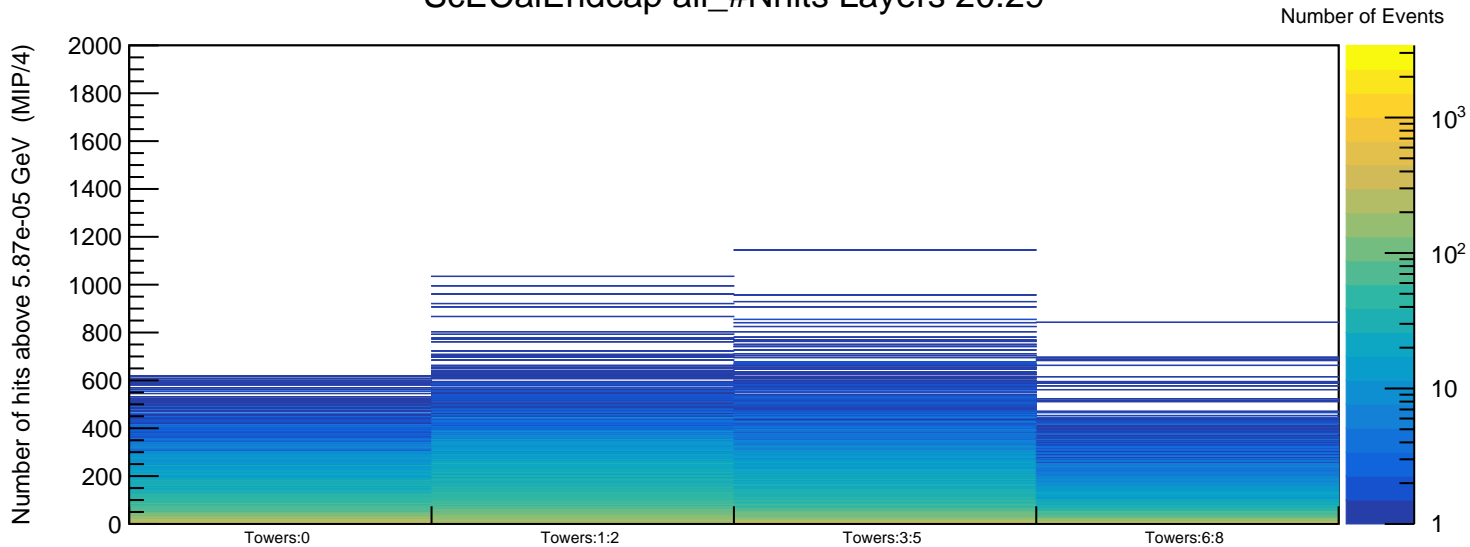


# ScECalEndcap all\_#Nhits Layers 20:29



Mean: 7.32e+01 #hits

Std Dev: 8.94e+01 #hits

events: 1.00e+04

Mean: 1.05e+02 #hits

Std Dev: 1.14e+02 #hits

events: 1.00e+04

Mean: 8.59e+01 #hits

Std Dev: 1.13e+02 #hits

events: 1.00e+04

Mean: 3.44e+01 #hits

Std Dev: 6.68e+01 #hits

events: 1.00e+04