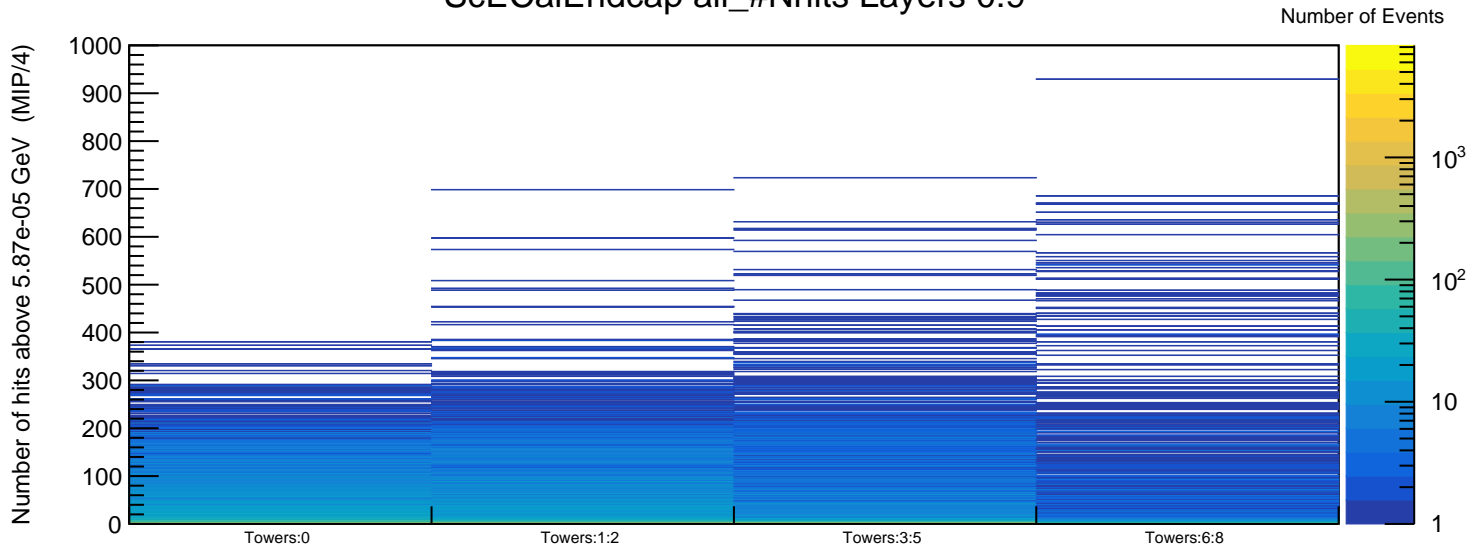


# ScECalEndcap all\_#Nhits Layers 0:9



Mean: 1.75e+01 #hits

Std Dev: 4.31e+01 #hits

events: 1.00e+04

Mean: 1.97e+01 #hits

Std Dev: 5.08e+01 #hits

events: 1.00e+04

Mean: 1.41e+01 #hits

Std Dev: 4.92e+01 #hits

events: 1.00e+04

Mean: 6.15e+00 #hits

Std Dev: 4.12e+01 #hits

events: 1.00e+04