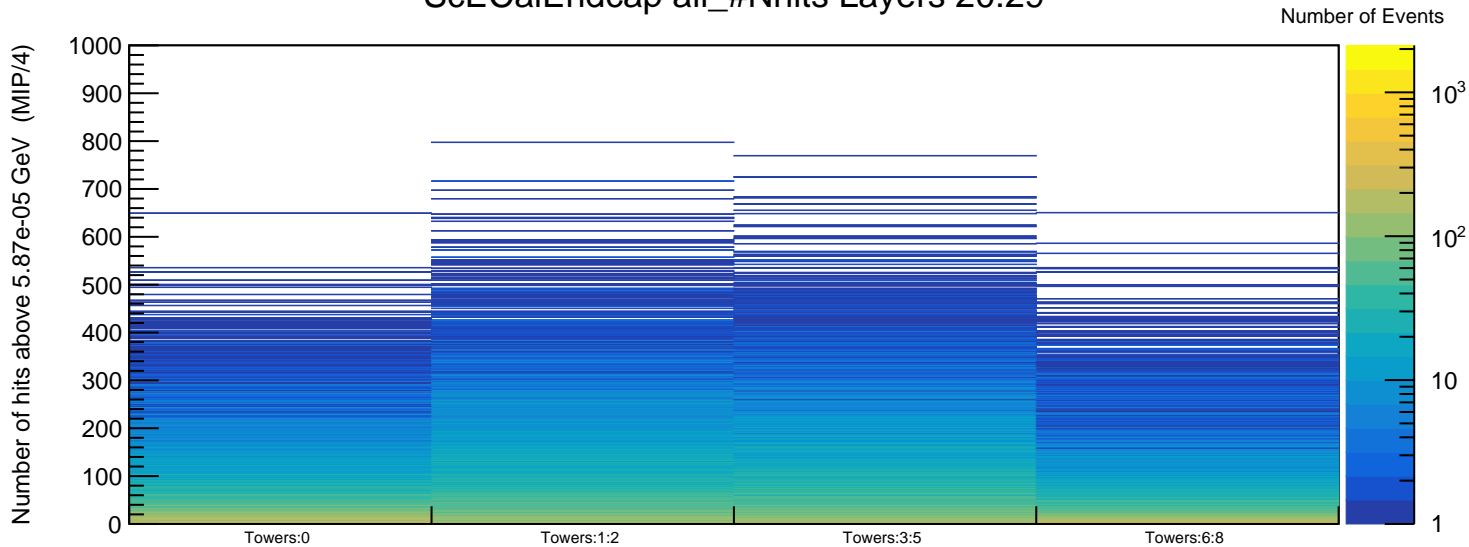


# ScECalEndcap all\_#Nhits Layers 20:29



Mean: 5.03e+01 #hits  
Std Dev: 6.95e+01 #hits  
events: 1.00e+04

Mean: 8.20e+01 #hits  
Std Dev: 9.75e+01 #hits  
events: 1.00e+04

Mean: 8.02e+01 #hits  
Std Dev: 9.79e+01 #hits  
events: 1.00e+04

Mean: 3.78e+01 #hits  
Std Dev: 6.51e+01 #hits  
events: 1.00e+04