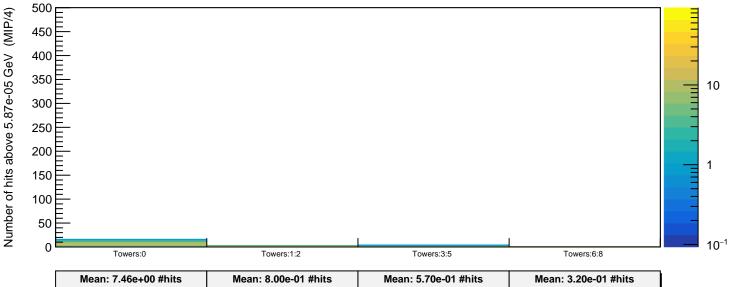
## ScECalEndcap all\_#Nhits Layers 20:29





Std Dev: 6.76e-01 #hits

events: 1.00e+02

Std Dev: 2.55e-01 #hits

events: 1.00e+02

Std Dev: 8.05e-01 #hits

events: 1.00e+02

Std Dev: 3.07e+00 #hits

events: 1.00e+02