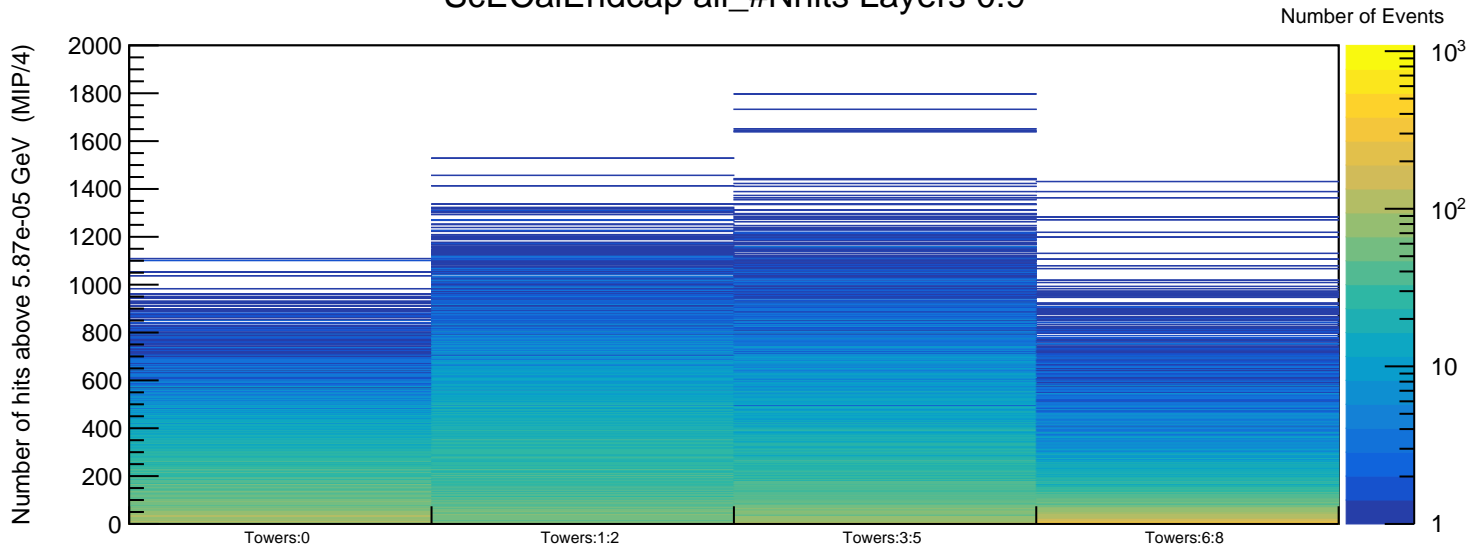


# ScECalEndcap all\_#Nhits Layers 0:9



Mean: 1.74e+02 #hits

Std Dev: 1.70e+02 #hits

events: 1.00e+04

Mean: 2.75e+02 #hits

Std Dev: 2.49e+02 #hits

events: 1.00e+04

Mean: 2.47e+02 #hits

Std Dev: 2.50e+02 #hits

events: 1.00e+04

Mean: 1.04e+02 #hits

Std Dev: 1.50e+02 #hits

events: 1.00e+04