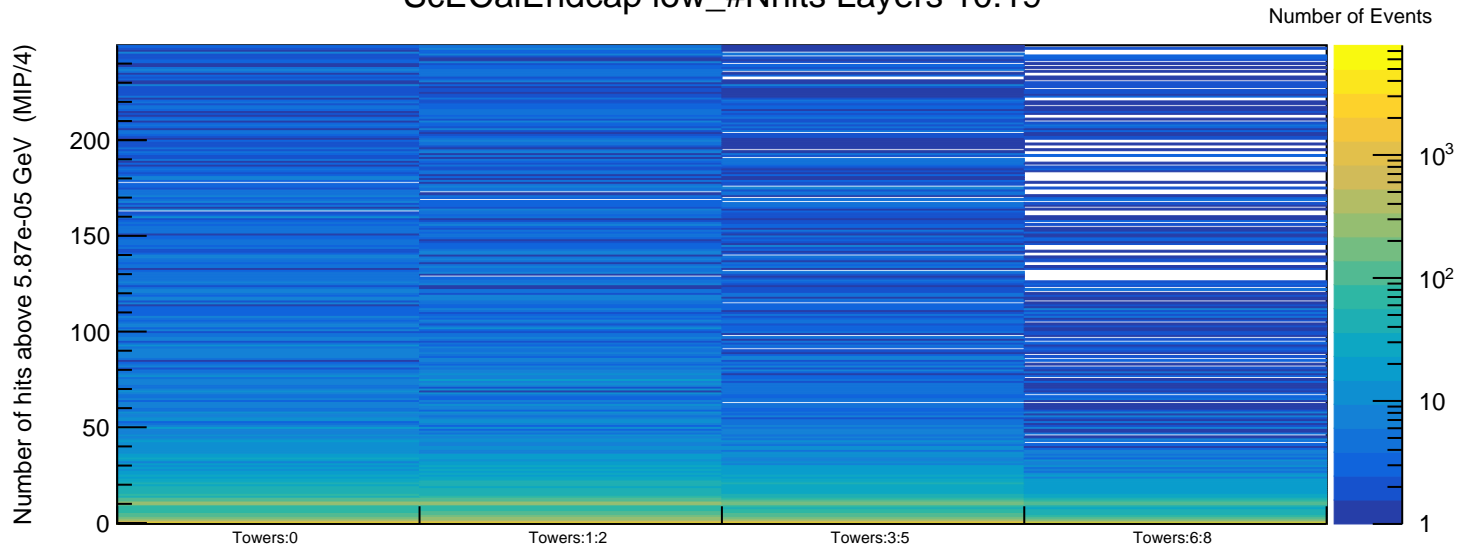


# ScECalEndcap low\_#Nhits Layers 10:19



<b>Mean: 1.49e+01 #hits</b> <b>Std Dev: 4.06e+01 #hits</b> <b>events: 9.44e+03</b>	<b>Mean: 1.57e+01 #hits</b> <b>Std Dev: 4.19e+01 #hits</b> <b>events: 9.29e+03</b>	<b>Mean: 1.03e+01 #hits</b> <b>Std Dev: 3.37e+01 #hits</b> <b>events: 9.42e+03</b>	<b>Mean: 4.98e+00 #hits</b> <b>Std Dev: 2.37e+01 #hits</b> <b>events: 9.78e+03</b>
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