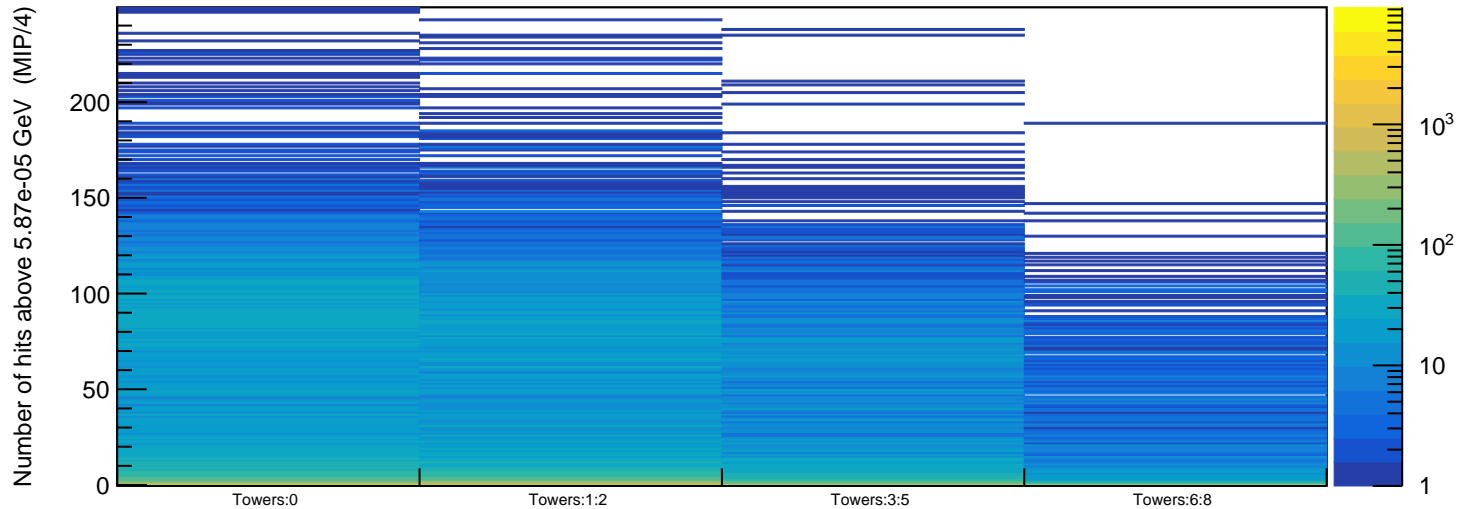


# ScECalEndcap low\_#Nhits Layers 20:29



<b>Mean: 2.01e+01 #hits</b> <b>Std Dev: 3.84e+01 #hits</b> <b>events: 1.00e+04</b>	<b>Mean: 1.49e+01 #hits</b> <b>Std Dev: 3.33e+01 #hits</b> <b>events: 1.00e+04</b>	<b>Mean: 7.14e+00 #hits</b> <b>Std Dev: 2.25e+01 #hits</b> <b>events: 1.00e+04</b>	<b>Mean: 1.82e+00 #hits</b> <b>Std Dev: 1.06e+01 #hits</b> <b>events: 1.00e+04</b>
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