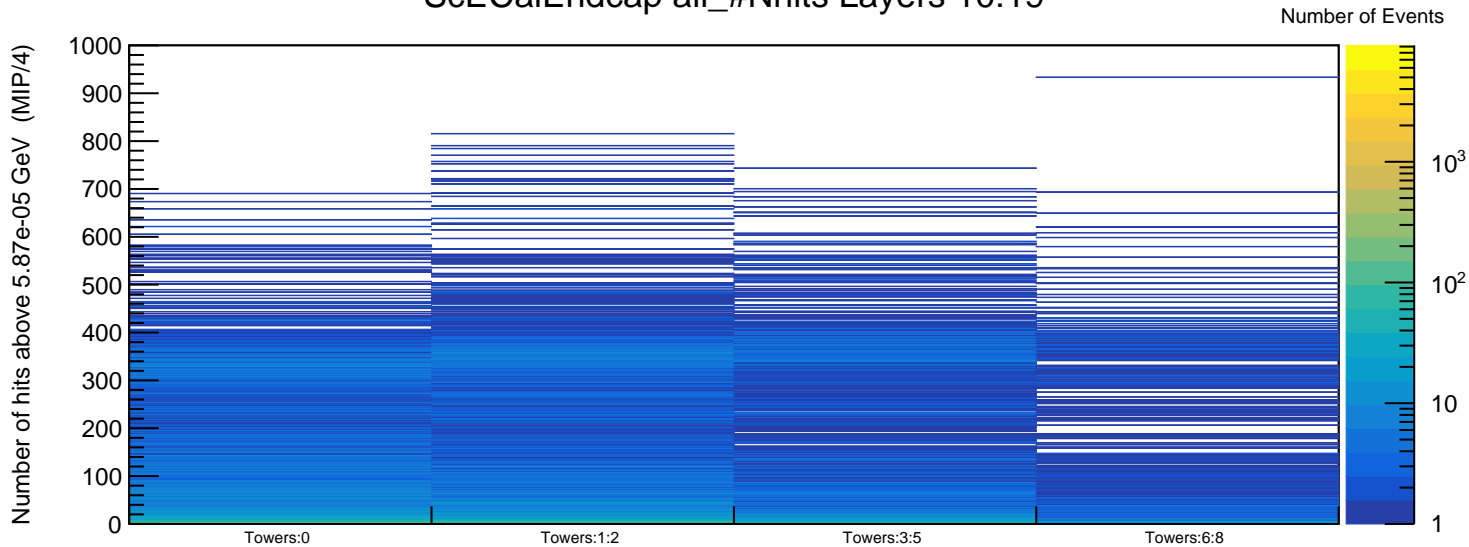


# ScECalEndcap all\_#Nhits Layers 10:19



Mean: 3.53e+01 #hits

Std Dev: 9.03e+01 #hits

events: 1.00e+04

Mean: 3.74e+01 #hits

Std Dev: 1.01e+02 #hits

events: 1.00e+04

Mean: 2.39e+01 #hits

Std Dev: 8.46e+01 #hits

events: 1.00e+04

Mean: 8.07e+00 #hits

Std Dev: 4.97e+01 #hits

events: 1.00e+04