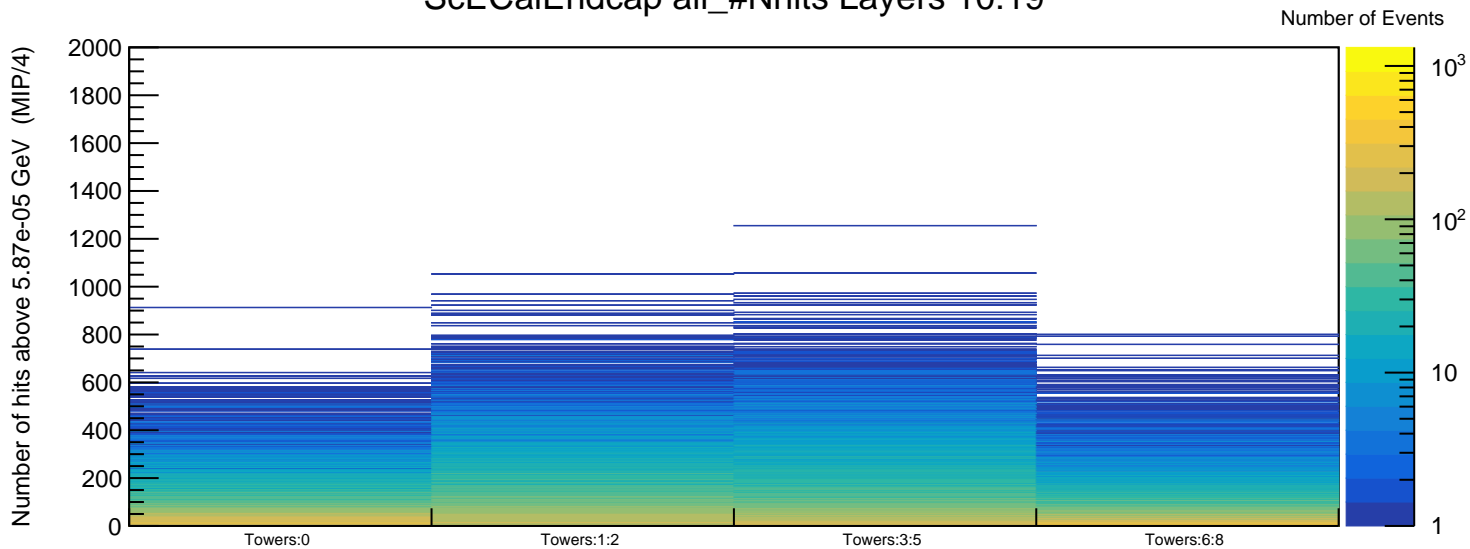


# ScECalEndcap all\_#Nhits Layers 10:19



Mean: 7.68e+01 #hits

Std Dev: 8.67e+01 #hits

events: 1.00e+04

Mean: 1.28e+02 #hits

Std Dev: 1.34e+02 #hits

events: 1.00e+04

Mean: 1.29e+02 #hits

Std Dev: 1.42e+02 #hits

events: 1.00e+04

Mean: 5.99e+01 #hits

Std Dev: 8.51e+01 #hits

events: 1.00e+04