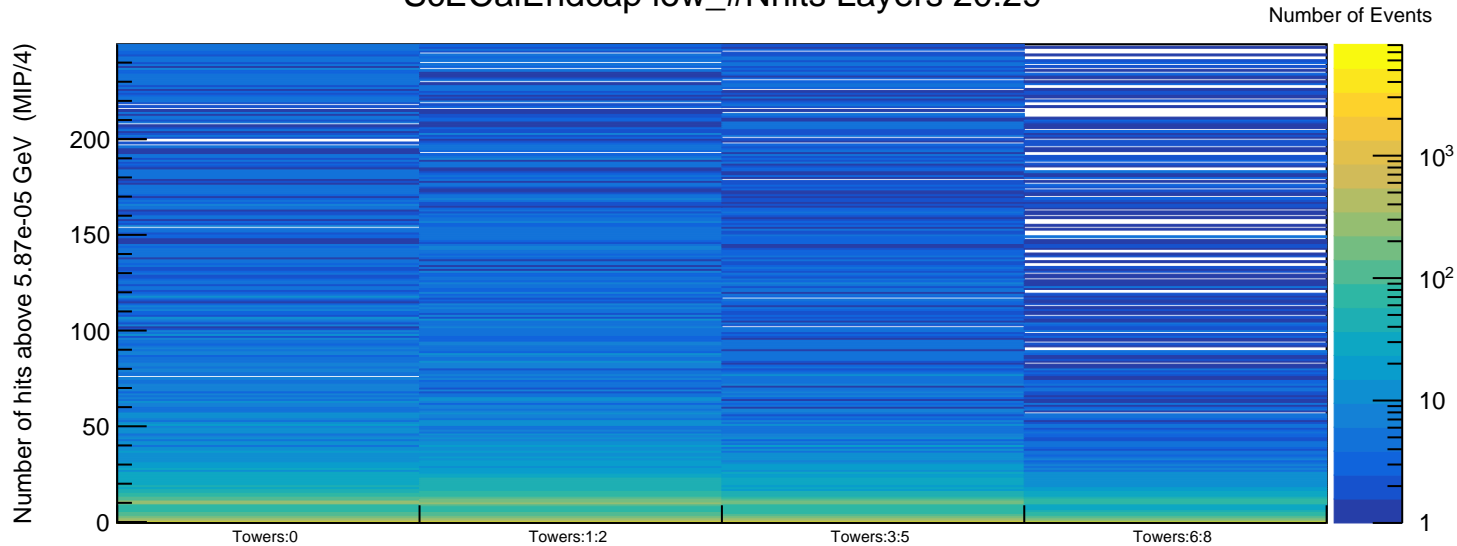


# ScECalEndcap low\_#Nhits Layers 20:29



<b>Mean: 1.49e+01 #hits</b> <b>Std Dev: 4.11e+01 #hits</b> <b>events: 9.70e+03</b>	<b>Mean: 1.51e+01 #hits</b> <b>Std Dev: 4.02e+01 #hits</b> <b>events: 9.60e+03</b>	<b>Mean: 1.11e+01 #hits</b> <b>Std Dev: 3.62e+01 #hits</b> <b>events: 9.72e+03</b>	<b>Mean: 4.89e+00 #hits</b> <b>Std Dev: 2.35e+01 #hits</b> <b>events: 9.90e+03</b>
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