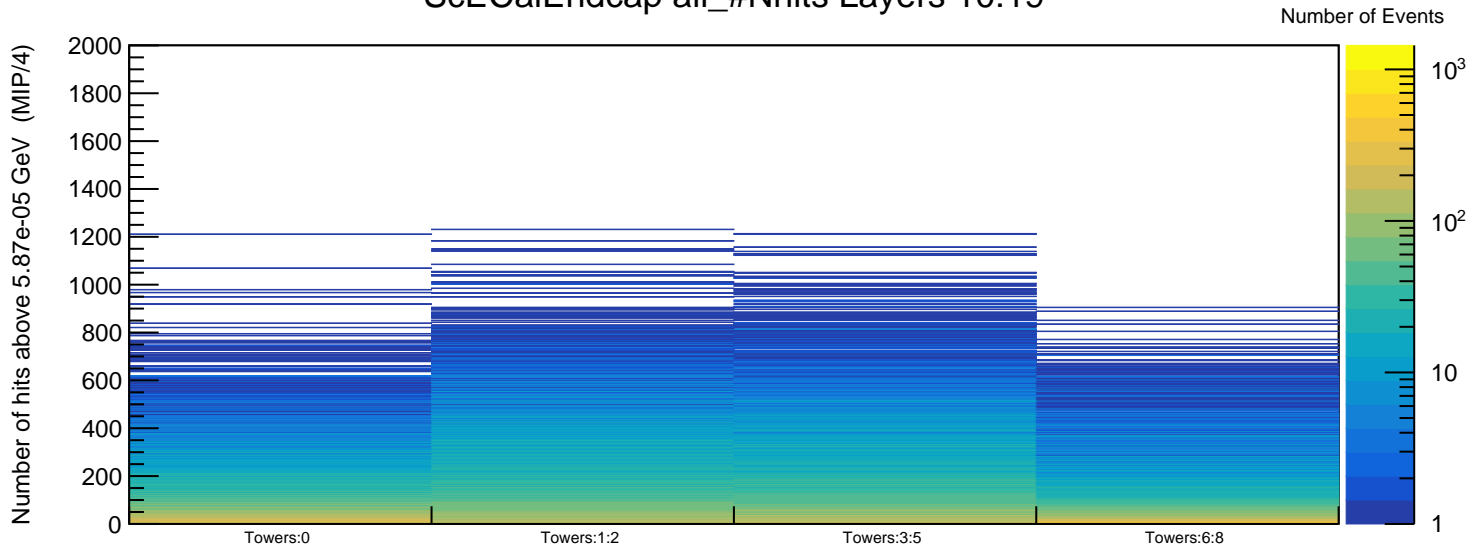


# ScECalEndcap all\_#Nhits Layers 10:19



**Mean: 9.18e+01 #hits**

**Std Dev: 1.19e+02 #hits**

**events: 1.00e+04**

**Mean: 1.51e+02 #hits**

**Std Dev: 1.69e+02 #hits**

**events: 1.00e+04**

**Mean: 1.49e+02 #hits**

**Std Dev: 1.72e+02 #hits**

**events: 1.00e+04**

**Mean: 6.53e+01 #hits**

**Std Dev: 1.07e+02 #hits**

**events: 1.00e+04**