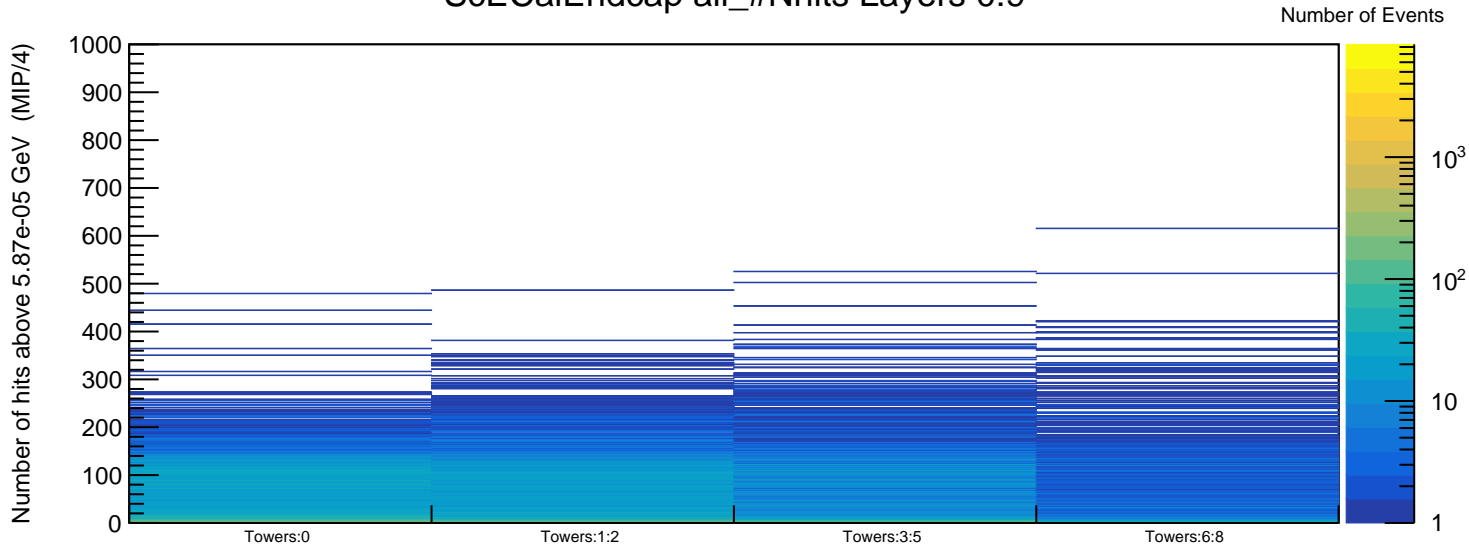


# ScECalEndcap all\_#Nhits Layers 0:9



Mean: 2.74e+01 #hits  
Std Dev: 4.66e+01 #hits  
events: 1.00e+04

Mean: 2.50e+01 #hits  
Std Dev: 4.79e+01 #hits  
events: 1.00e+04

Mean: 1.73e+01 #hits  
Std Dev: 4.53e+01 #hits  
events: 1.00e+04

Mean: 7.05e+00 #hits  
Std Dev: 3.25e+01 #hits  
events: 1.00e+04