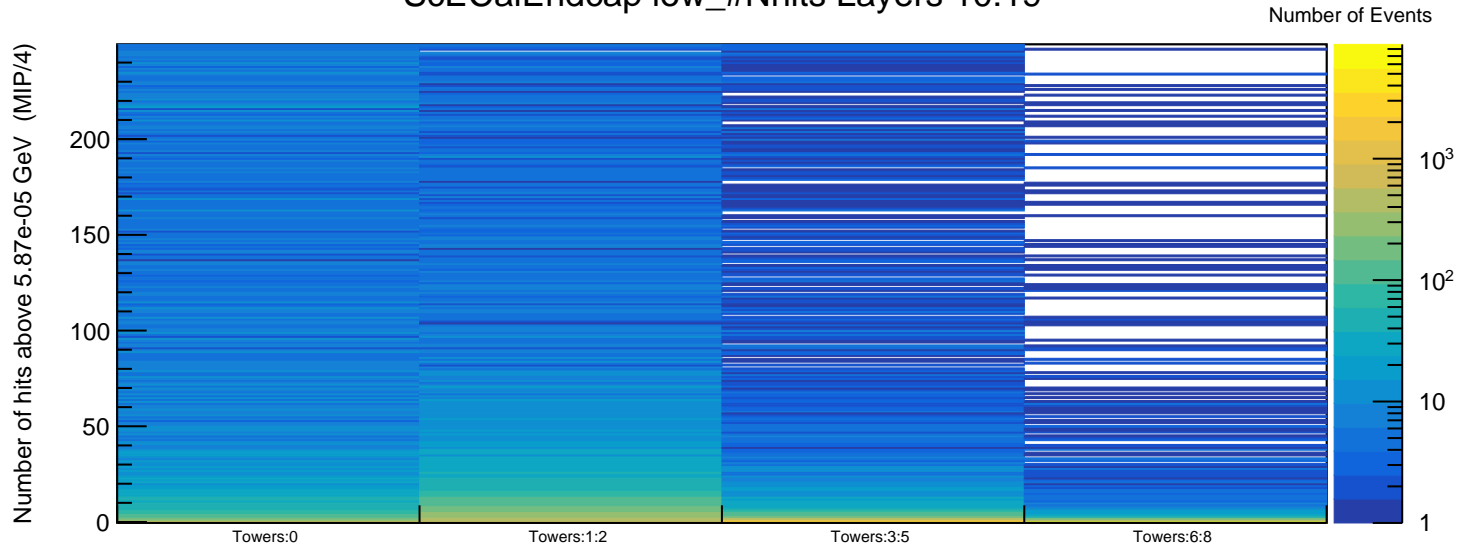


# ScECalEndcap low\_#Nhits Layers 10:19



<b>Mean: 5.24e+01 #hits</b> <b>Std Dev: 7.35e+01 #hits</b> <b>events: 4.01e+03</b>	<b>Mean: 3.32e+01 #hits</b> <b>Std Dev: 5.49e+01 #hits</b> <b>events: 5.95e+03</b>	<b>Mean: 7.69e+00 #hits</b> <b>Std Dev: 3.15e+01 #hits</b> <b>events: 8.75e+03</b>	<b>Mean: 1.48e+00 #hits</b> <b>Std Dev: 1.32e+01 #hits</b> <b>events: 9.75e+03</b>
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