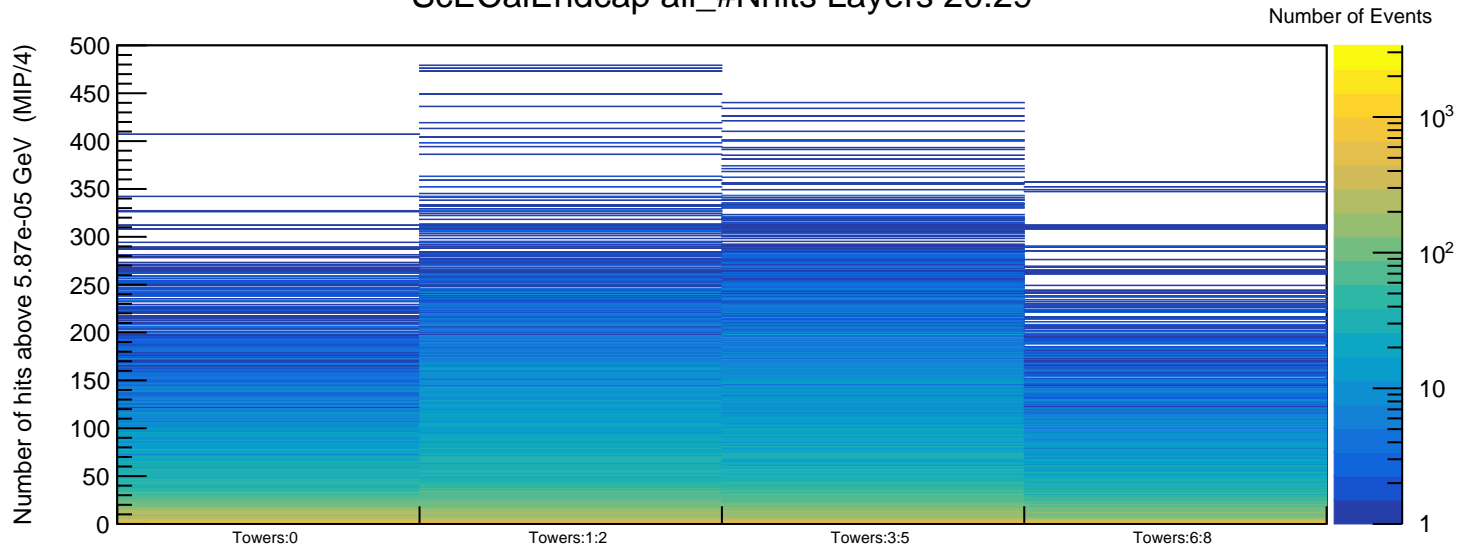


# ScECalEndcap all\_#Nhits Layers 20:29



Mean: 2.61e+01 #hits

Std Dev: 4.09e+01 #hits

events: 1.00e+04

Mean: 4.15e+01 #hits

Std Dev: 5.88e+01 #hits

events: 1.00e+04

Mean: 4.09e+01 #hits

Std Dev: 6.14e+01 #hits

events: 1.00e+04

Mean: 1.87e+01 #hits

Std Dev: 3.66e+01 #hits

events: 1.00e+04