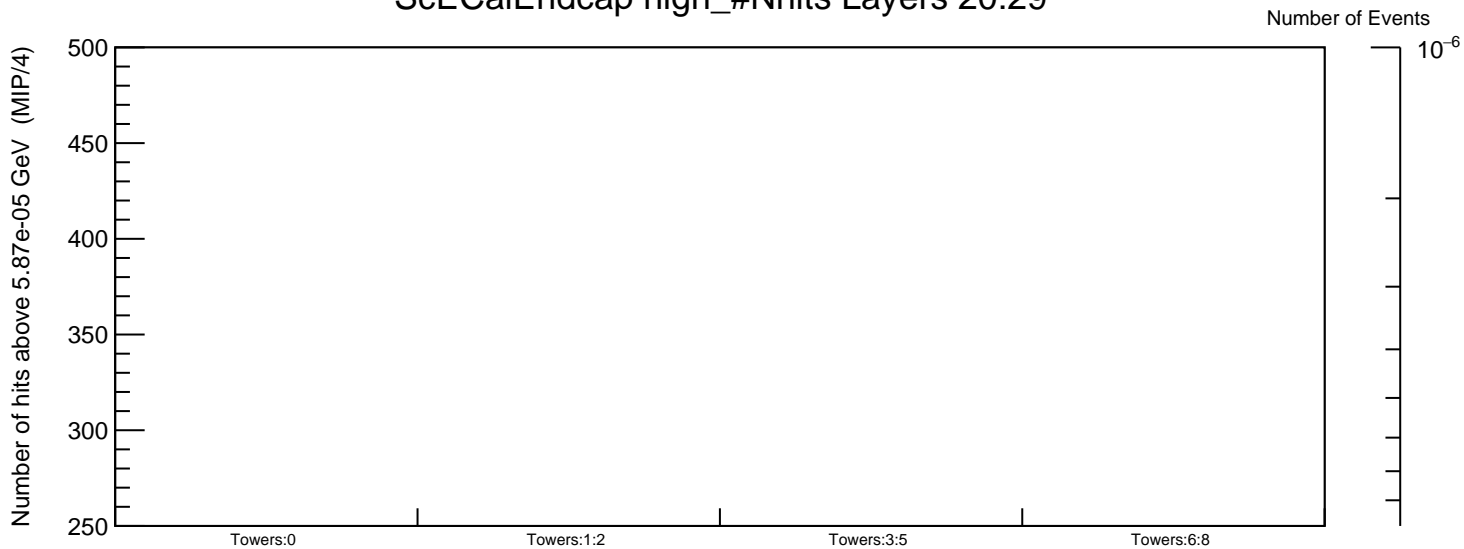


# ScECalEndcap high\_#Nhits Layers 20:29



Mean: 0.00e+00 #hits  
Std Dev: 0.00e+00 #hits  
events: 0.00e+00

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Std Dev: 0.00e+00 #hits  
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Std Dev: 0.00e+00 #hits  
events: 0.00e+00

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Std Dev: 0.00e+00 #hits  
events: 0.00e+00