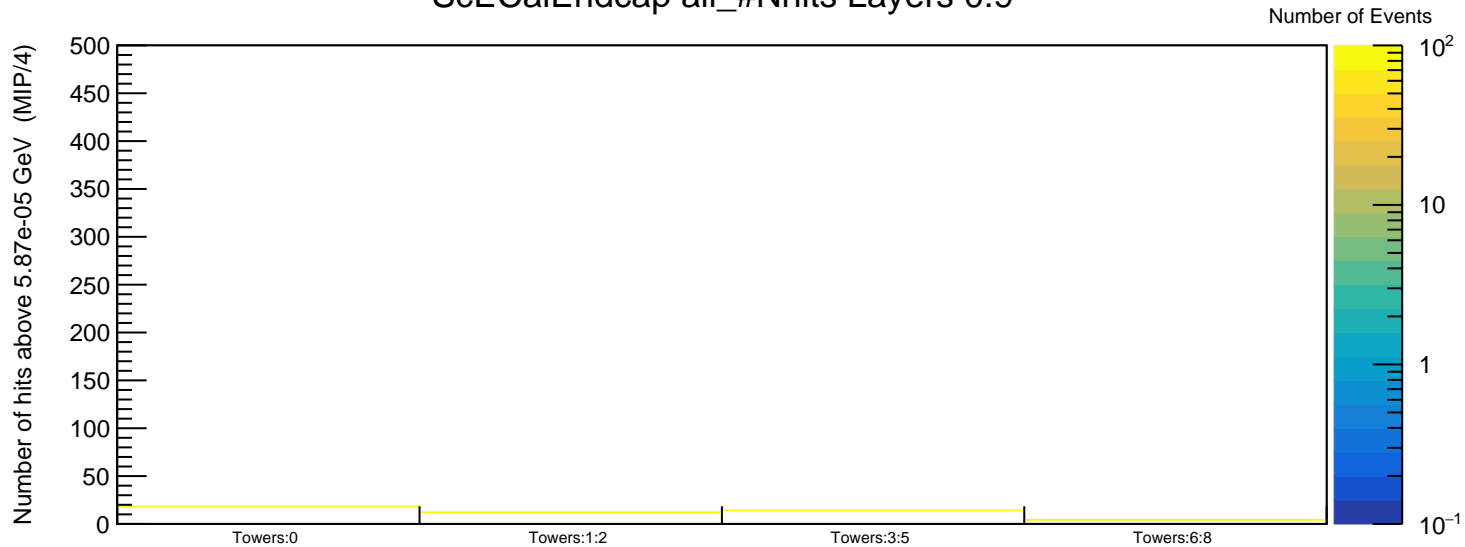


# ScECalEndcap all\_#Nhits Layers 0:9



Mean: 1.82e+01 #hits

Std Dev: 0.00e+00 #hits

events: 1.00e+02

Mean: 1.22e+01 #hits

Std Dev: 0.00e+00 #hits

events: 1.00e+02

Mean: 1.42e+01 #hits

Std Dev: 0.00e+00 #hits

events: 1.00e+02

Mean: 4.25e+00 #hits

Std Dev: 0.00e+00 #hits

events: 1.00e+02