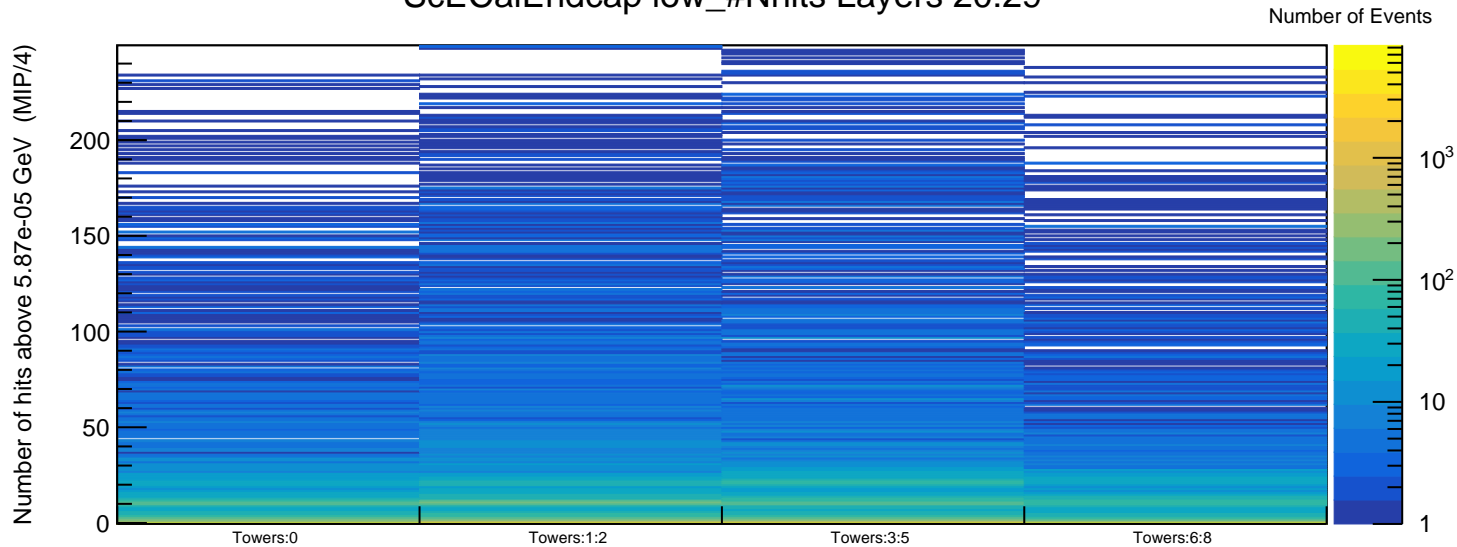


# ScECalEndcap low\_#Nhits Layers 20:29



<b>Mean: 4.51e+00 #hits</b> <b>Std Dev: 1.88e+01 #hits</b> <b>events: 1.00e+04</b>	<b>Mean: 7.49e+00 #hits</b> <b>Std Dev: 2.55e+01 #hits</b> <b>events: 9.98e+03</b>	<b>Mean: 7.56e+00 #hits</b> <b>Std Dev: 2.65e+01 #hits</b> <b>events: 9.97e+03</b>	<b>Mean: 3.84e+00 #hits</b> <b>Std Dev: 1.74e+01 #hits</b> <b>events: 9.99e+03</b>
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