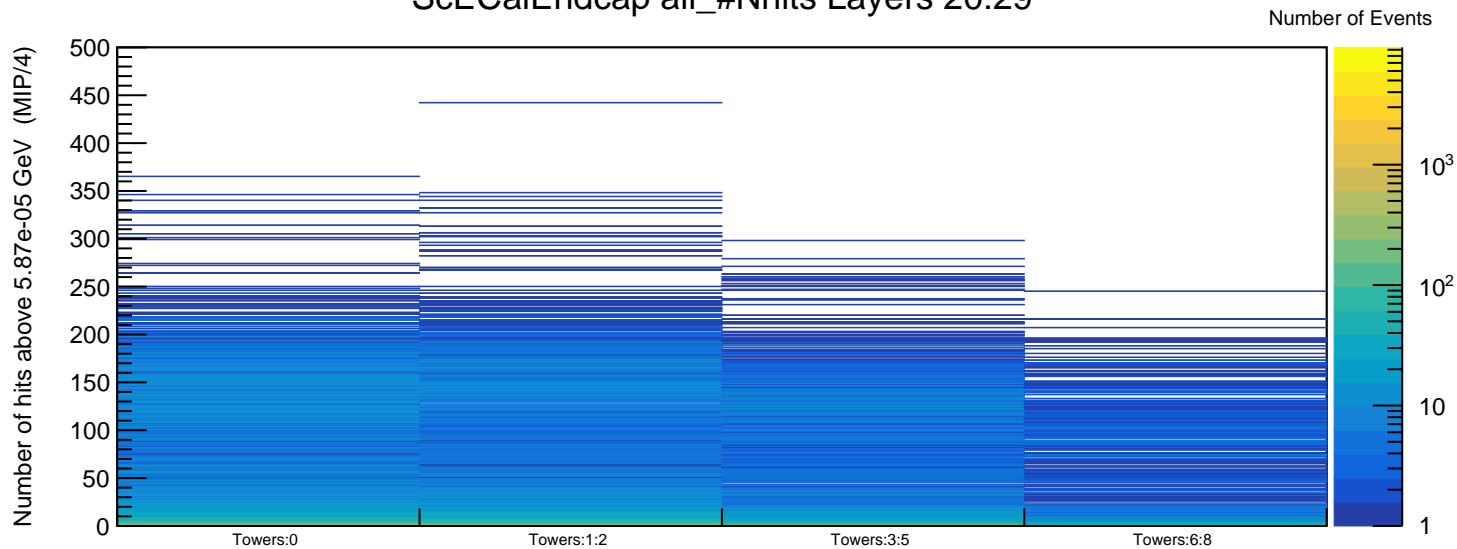


# ScECalEndcap all\_#Nhits Layers 20:29



Mean: 1.82e+01 #hits

Std Dev: 4.60e+01 #hits

events: 1.00e+04

Mean: 1.47e+01 #hits

Std Dev: 4.29e+01 #hits

events: 1.00e+04

Mean: 8.97e+00 #hits

Std Dev: 3.23e+01 #hits

events: 1.00e+04

Mean: 2.77e+00 #hits

Std Dev: 1.70e+01 #hits

events: 1.00e+04