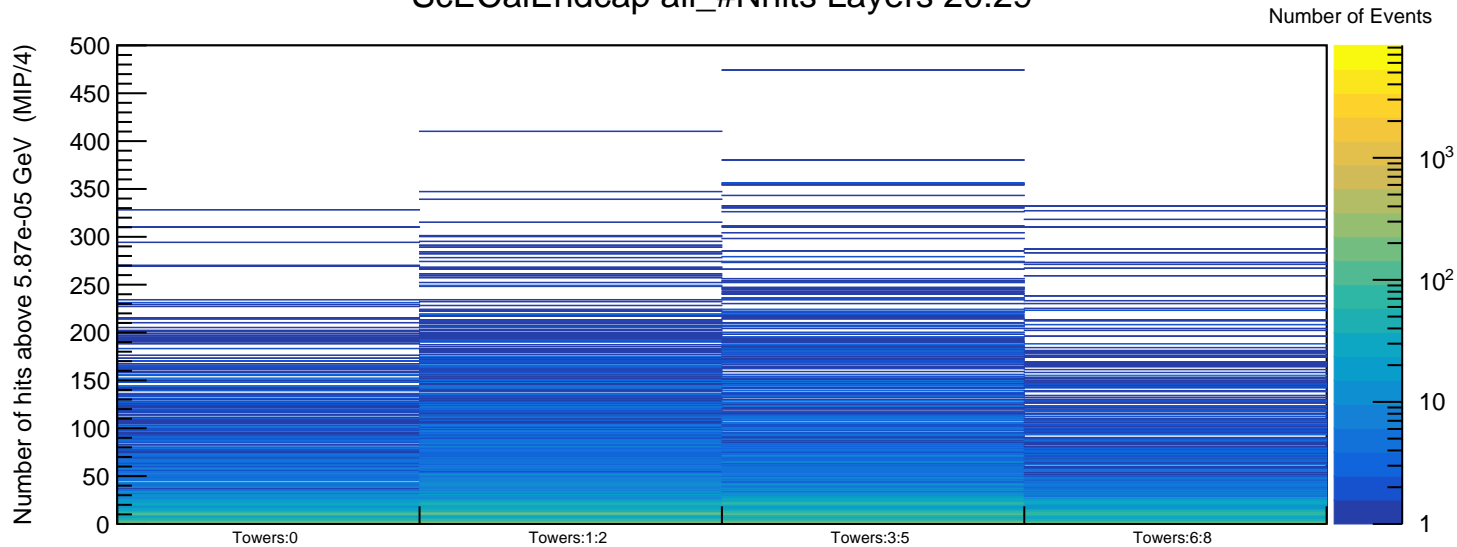


# ScECalEndcap all\_#Nhits Layers 20:29



<b>Mean: 4.91e+00 #hits</b> <b>Std Dev: 1.98e+01 #hits</b> <b>events: 1.00e+04</b>	<b>Mean: 8.30e+00 #hits</b> <b>Std Dev: 2.85e+01 #hits</b> <b>events: 1.00e+04</b>	<b>Mean: 8.59e+00 #hits</b> <b>Std Dev: 3.07e+01 #hits</b> <b>events: 1.00e+04</b>	<b>Mean: 4.38e+00 #hits</b> <b>Std Dev: 1.97e+01 #hits</b> <b>events: 1.00e+04</b>
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