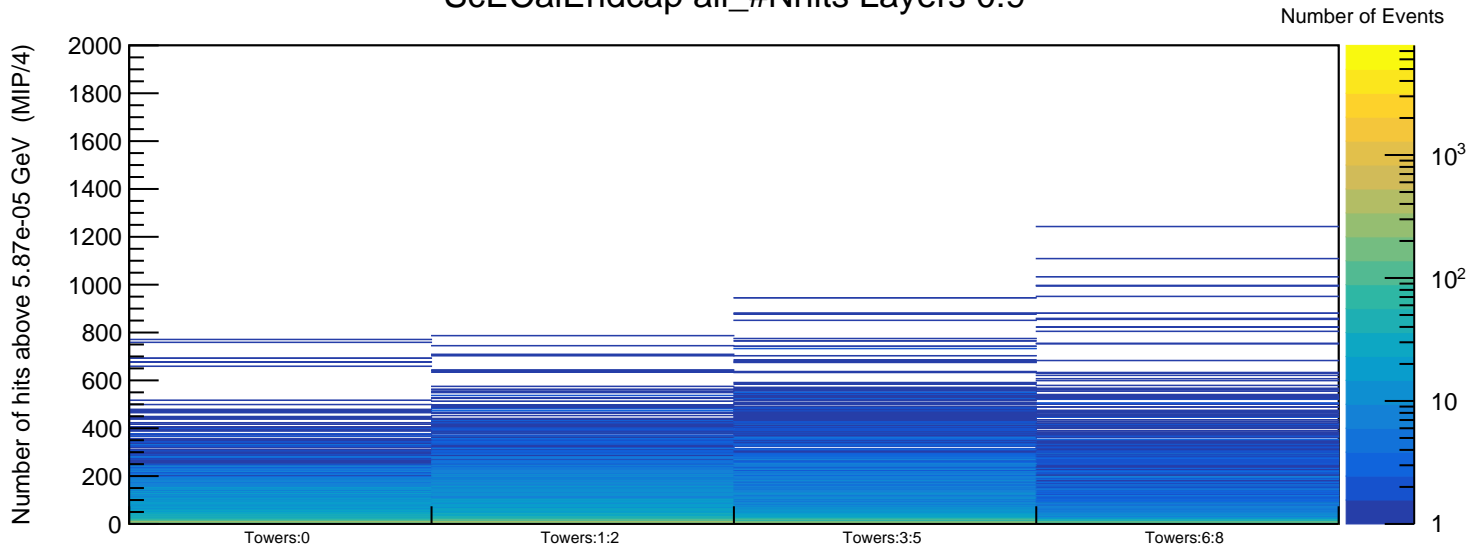


# ScECalEndcap all\_#Nhits Layers 0:9



Mean: 2.06e+01 #hits

Std Dev: 5.41e+01 #hits

events: 1.00e+04

Mean: 2.69e+01 #hits

Std Dev: 6.71e+01 #hits

events: 1.00e+04

Mean: 2.39e+01 #hits

Std Dev: 7.35e+01 #hits

events: 1.00e+04

Mean: 1.23e+01 #hits

Std Dev: 6.07e+01 #hits

events: 1.00e+04