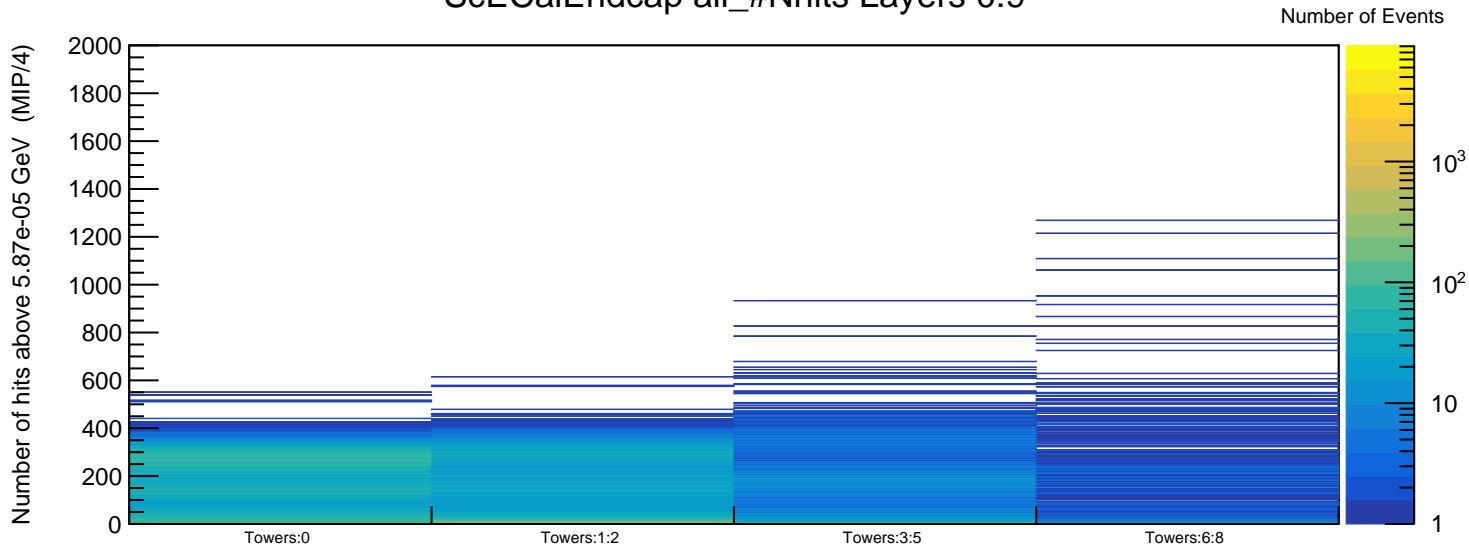


# ScECalEndcap all\_#Nhits Layers 0:9



**Mean: 1.43e+02 #hits**

**Std Dev: 1.20e+02 #hits**

**events: 1.00e+04**

**Mean: 8.95e+01 #hits**

**Std Dev: 1.17e+02 #hits**

**events: 1.00e+04**

**Mean: 3.21e+01 #hits**

**Std Dev: 8.70e+01 #hits**

**events: 1.00e+04**

**Mean: 8.99e+00 #hits**

**Std Dev: 5.46e+01 #hits**

**events: 1.00e+04**