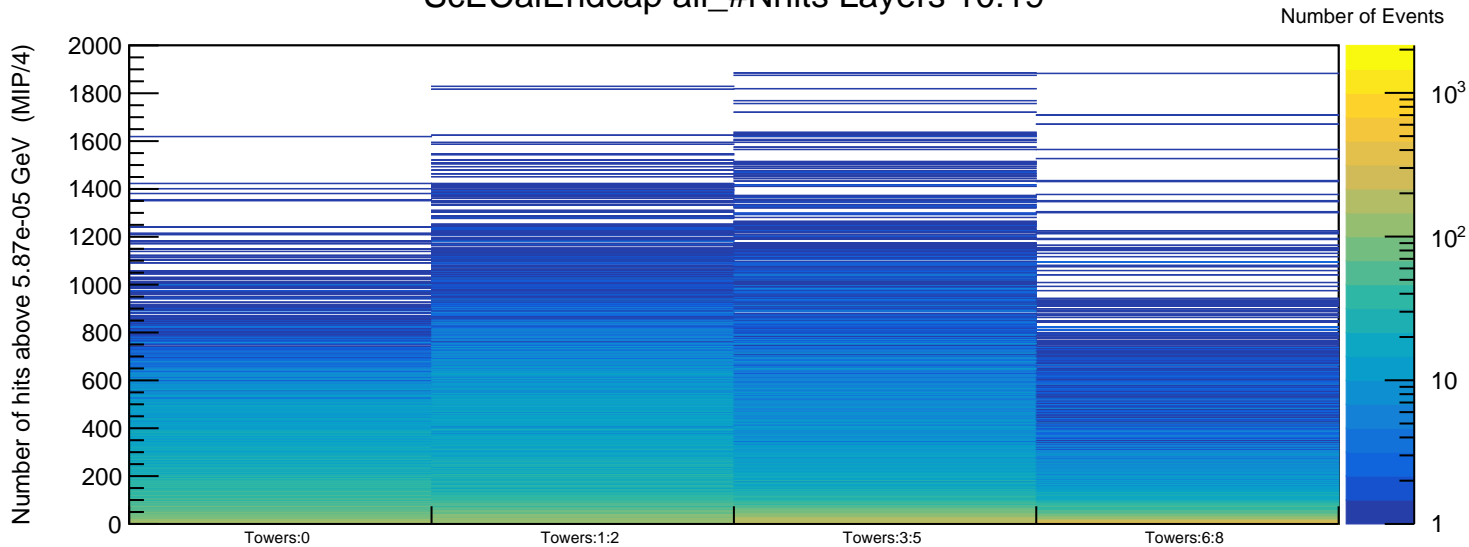


# ScECalEndcap all\_#Nhits Layers 10:19



**Mean: 1.93e+02 #hits**  
**Std Dev: 2.03e+02 #hits**  
**events: 1.00e+04**

**Mean: 2.47e+02 #hits**  
**Std Dev: 2.62e+02 #hits**  
**events: 1.00e+04**

**Mean: 1.86e+02 #hits**  
**Std Dev: 2.67e+02 #hits**  
**events: 1.00e+04**

**Mean: 6.62e+01 #hits**  
**Std Dev: 1.40e+02 #hits**  
**events: 1.00e+04**