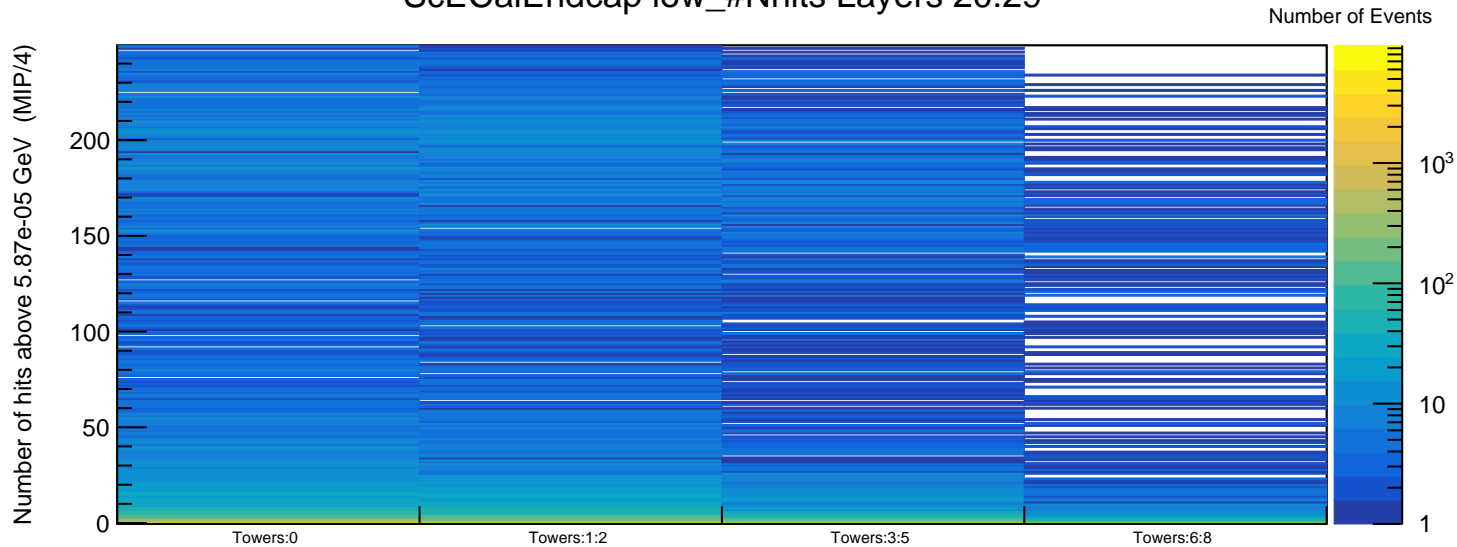


# ScECalEndcap low\_#Nhits Layers 20:29



<b>Mean: 1.77e+01 #hits</b> <b>Std Dev: 5.09e+01 #hits</b> <b>events: 9.92e+03</b>	<b>Mean: 1.64e+01 #hits</b> <b>Std Dev: 4.97e+01 #hits</b> <b>events: 9.92e+03</b>	<b>Mean: 9.86e+00 #hits</b> <b>Std Dev: 3.89e+01 #hits</b> <b>events: 9.98e+03</b>	<b>Mean: 2.80e+00 #hits</b> <b>Std Dev: 1.98e+01 #hits</b> <b>events: 1.00e+04</b>
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