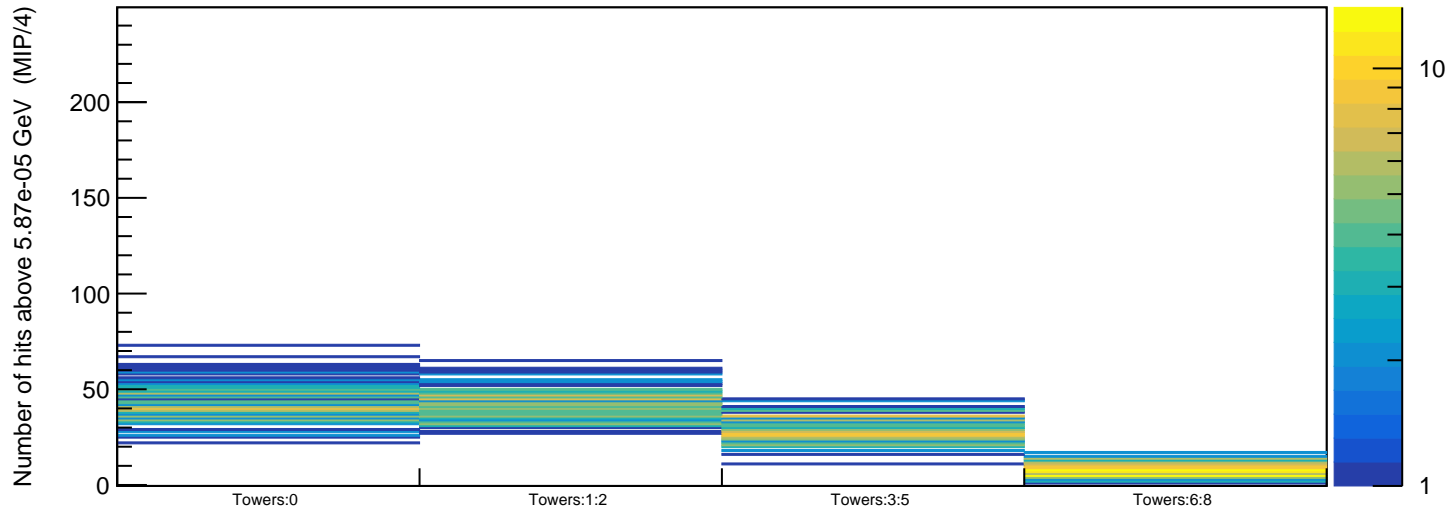


# ScECalEndcap low\_#Nhits Layers 0:9



**Mean: 4.34e+01 #hits**  
**Std Dev: 9.47e+00 #hits**  
**events: 1.00e+02**

**Mean: 4.25e+01 #hits**  
**Std Dev: 7.83e+00 #hits**  
**events: 1.00e+02**

**Mean: 2.91e+01 #hits**  
**Std Dev: 6.56e+00 #hits**  
**events: 1.00e+02**

**Mean: 8.34e+00 #hits**  
**Std Dev: 3.45e+00 #hits**  
**events: 1.00e+02**