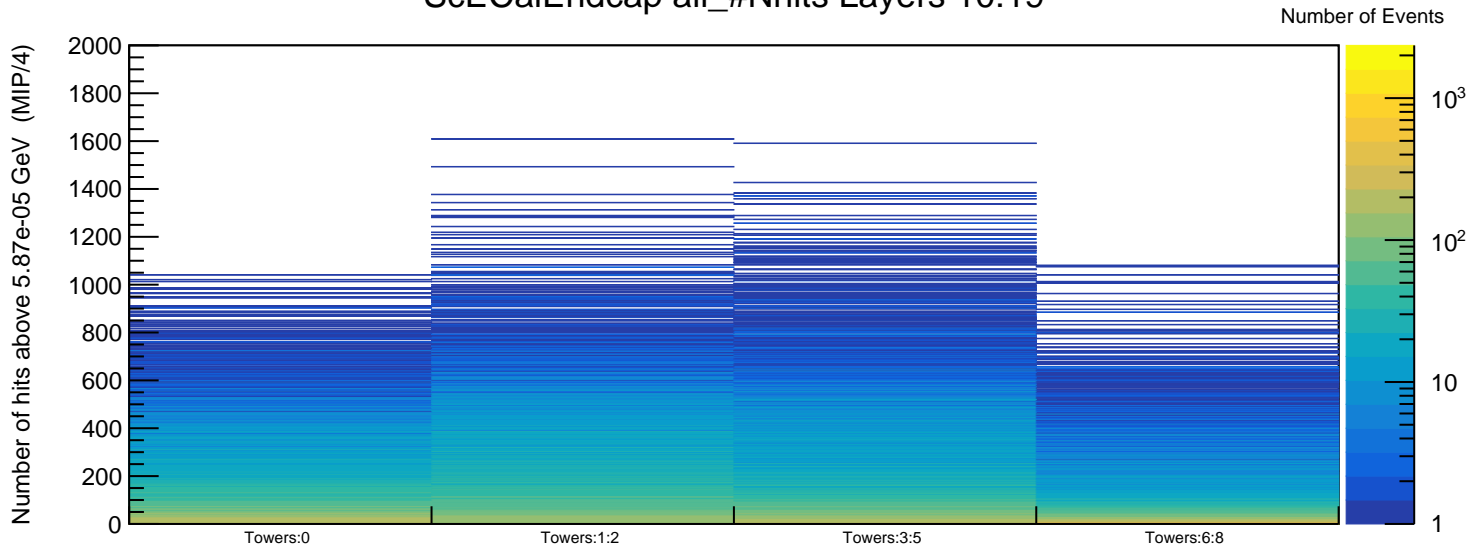


# ScECalEndcap all\_#Nhits Layers 10:19



**Mean: 1.26e+02 #hits**

**Std Dev: 1.48e+02 #hits**

**events: 1.00e+04**

**Mean: 1.83e+02 #hits**

**Std Dev: 1.90e+02 #hits**

**events: 1.00e+04**

**Mean: 1.52e+02 #hits**

**Std Dev: 1.91e+02 #hits**

**events: 1.00e+04**

**Mean: 5.81e+01 #hits**

**Std Dev: 1.12e+02 #hits**

**events: 1.00e+04**