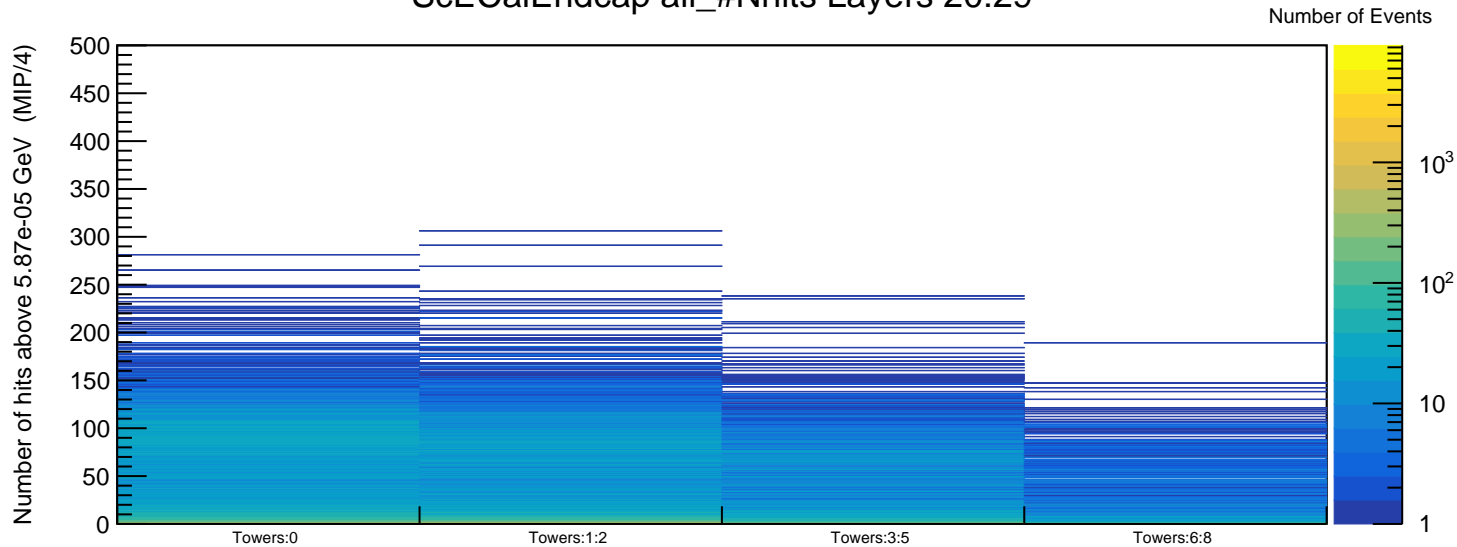


# ScECalEndcap all\_#Nhits Layers 20:29



Mean: 2.04e+01 #hits

Std Dev: 3.86e+01 #hits

events: 1.00e+04

Mean: 1.52e+01 #hits

Std Dev: 3.36e+01 #hits

events: 1.00e+04

Mean: 7.39e+00 #hits

Std Dev: 2.25e+01 #hits

events: 1.00e+04

Mean: 2.08e+00 #hits

Std Dev: 1.06e+01 #hits

events: 1.00e+04