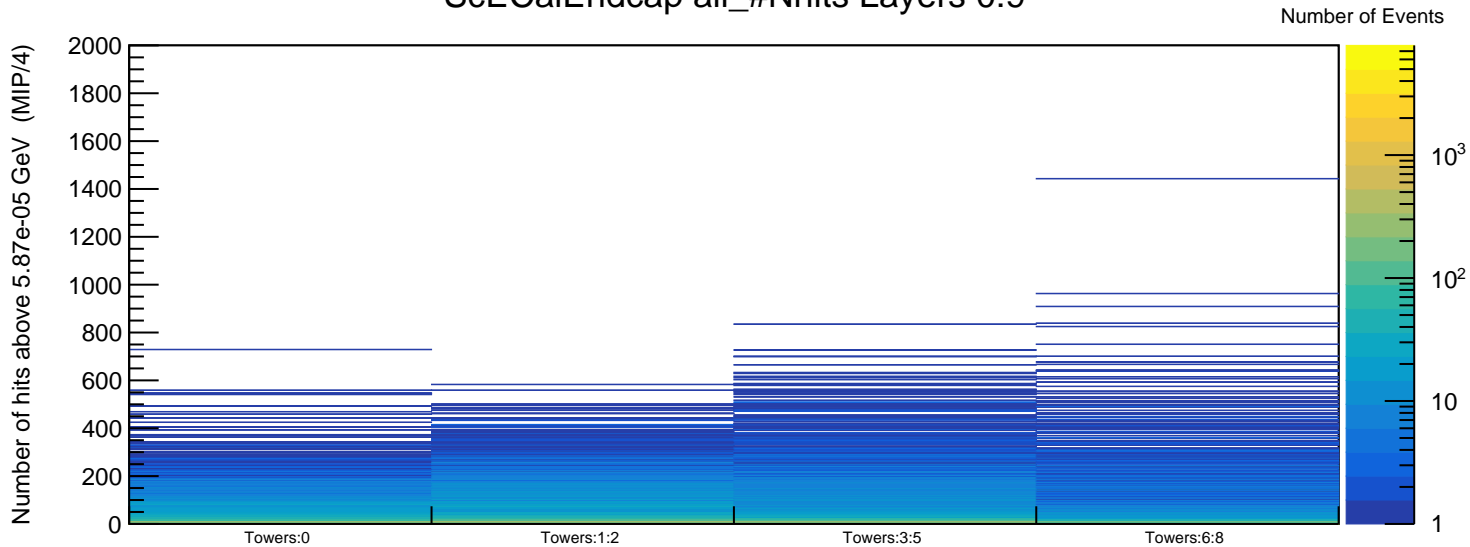


# ScECalEndcap all\_#Nhits Layers 0:9



Mean: 1.57e+01 #hits  
Std Dev: 4.24e+01 #hits  
events: 1.00e+04

Mean: 2.38e+01 #hits  
Std Dev: 5.68e+01 #hits  
events: 1.00e+04

Mean: 2.32e+01 #hits  
Std Dev: 6.55e+01 #hits  
events: 1.00e+04

Mean: 1.31e+01 #hits  
Std Dev: 5.62e+01 #hits  
events: 1.00e+04