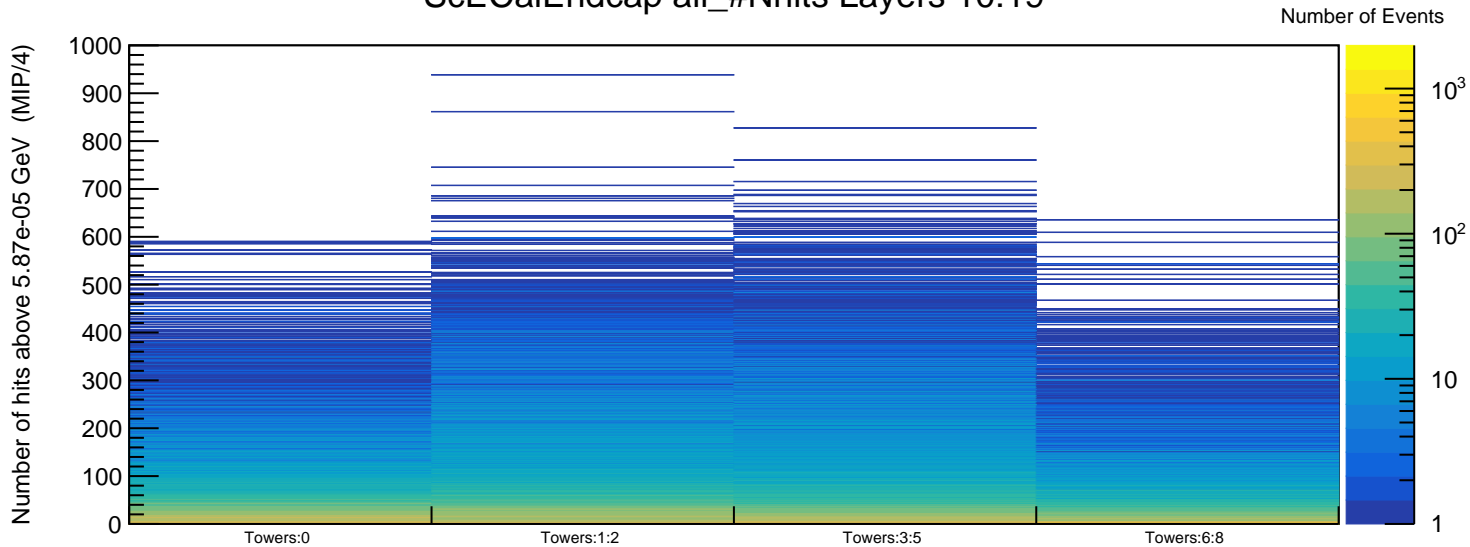


# ScECalEndcap all\_#Nhits Layers 10:19



**Mean: 5.04e+01 #hits**  
**Std Dev: 7.21e+01 #hits**  
**events: 1.00e+04**

**Mean: 7.99e+01 #hits**  
**Std Dev: 1.05e+02 #hits**  
**events: 1.00e+04**

**Mean: 7.87e+01 #hits**  
**Std Dev: 1.10e+02 #hits**  
**events: 1.00e+04**

**Mean: 3.30e+01 #hits**  
**Std Dev: 6.12e+01 #hits**  
**events: 1.00e+04**