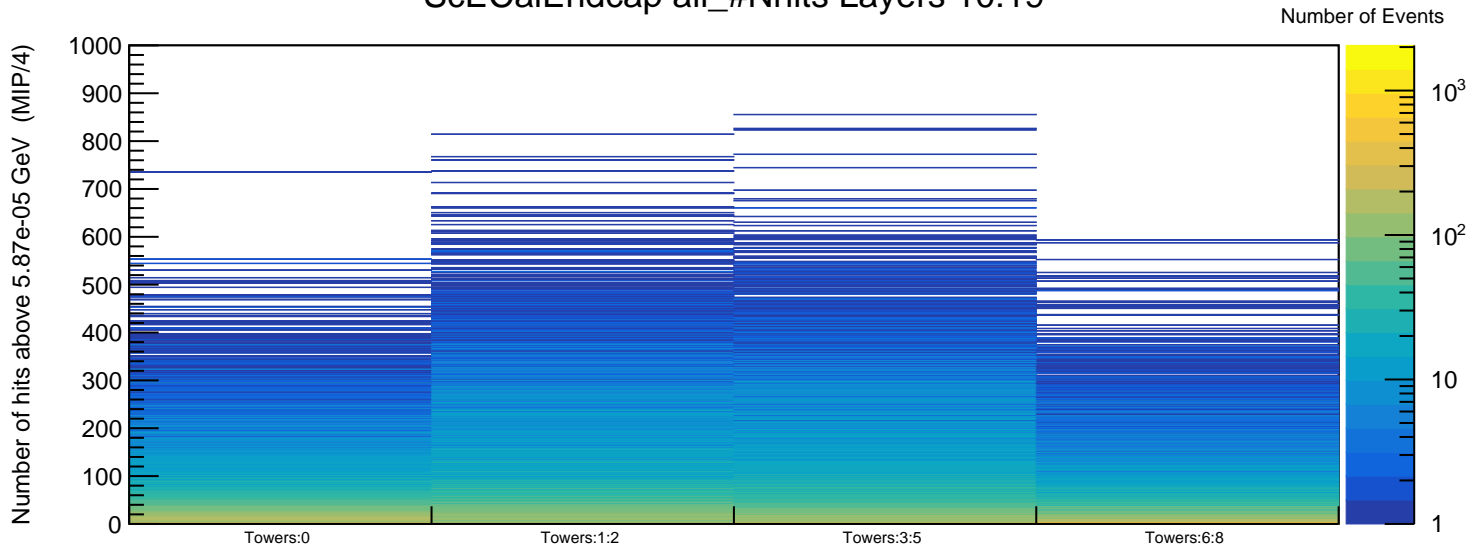


# ScECalEndcap all\_#Nhits Layers 10:19



**Mean: 5.19e+01 #hits**  
**Std Dev: 7.13e+01 #hits**  
**events: 1.00e+04**

**Mean: 8.60e+01 #hits**  
**Std Dev: 1.08e+02 #hits**  
**events: 1.00e+04**

**Mean: 8.34e+01 #hits**  
**Std Dev: 1.08e+02 #hits**  
**events: 1.00e+04**

**Mean: 3.77e+01 #hits**  
**Std Dev: 6.48e+01 #hits**  
**events: 1.00e+04**