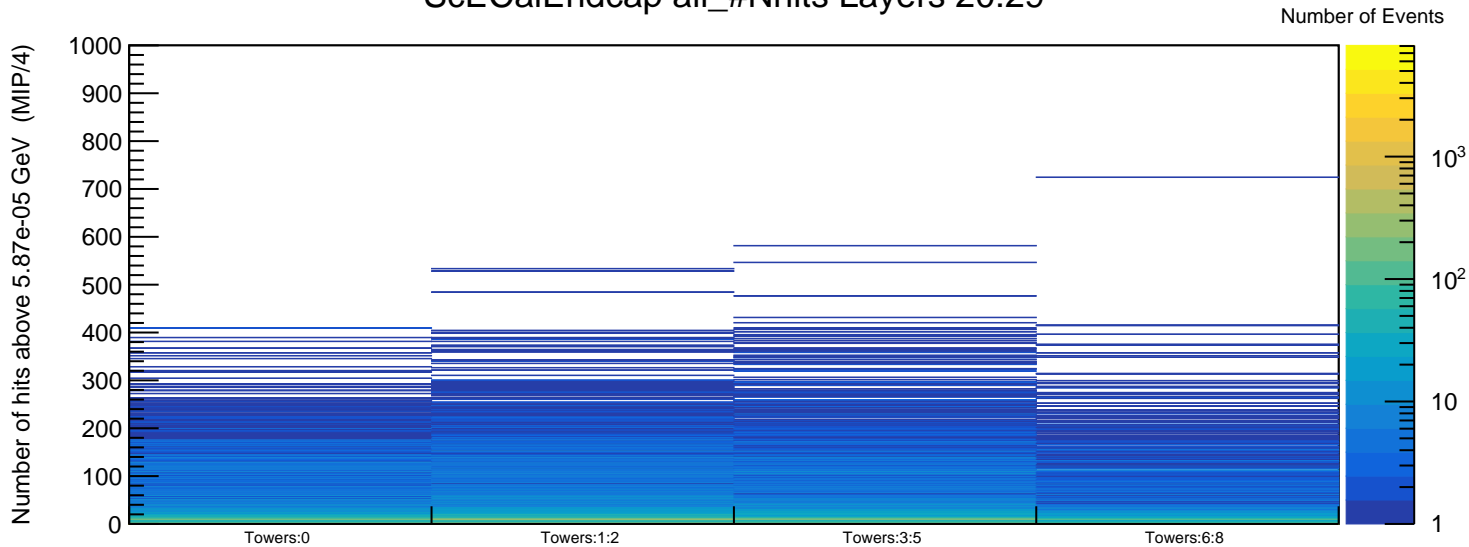


# ScECalEndcap all\_#Nhits Layers 20:29



Mean: 1.08e+01 #hits  
Std Dev: 3.45e+01 #hits  
events: 1.00e+04

Mean: 1.47e+01 #hits  
Std Dev: 4.27e+01 #hits  
events: 1.00e+04

Mean: 1.32e+01 #hits  
Std Dev: 4.24e+01 #hits  
events: 1.00e+04

Mean: 5.82e+00 #hits  
Std Dev: 2.73e+01 #hits  
events: 1.00e+04