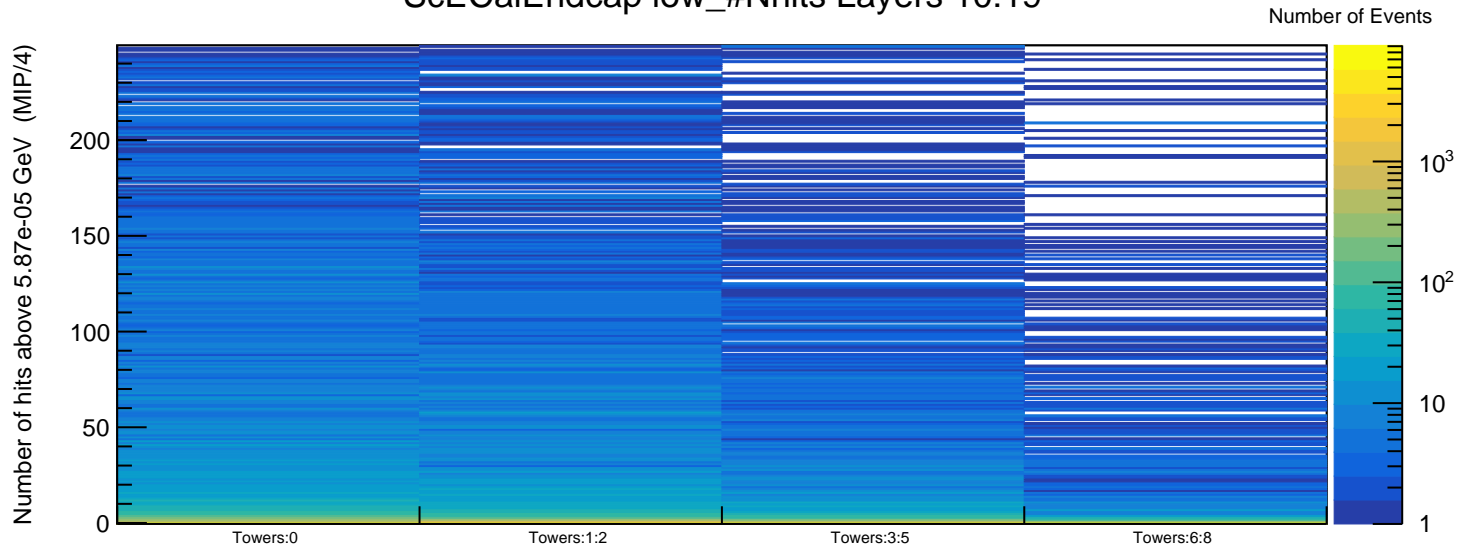


# ScECalEndcap low\_#Nhits Layers 10:19



<b>Mean: 1.49e+01 #hits</b> <b>Std Dev: 4.13e+01 #hits</b> <b>events: 9.39e+03</b>	<b>Mean: 1.14e+01 #hits</b> <b>Std Dev: 3.57e+01 #hits</b> <b>events: 9.26e+03</b>	<b>Mean: 5.27e+00 #hits</b> <b>Std Dev: 2.39e+01 #hits</b> <b>events: 9.51e+03</b>	<b>Mean: 1.87e+00 #hits</b> <b>Std Dev: 1.43e+01 #hits</b> <b>events: 9.83e+03</b>
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