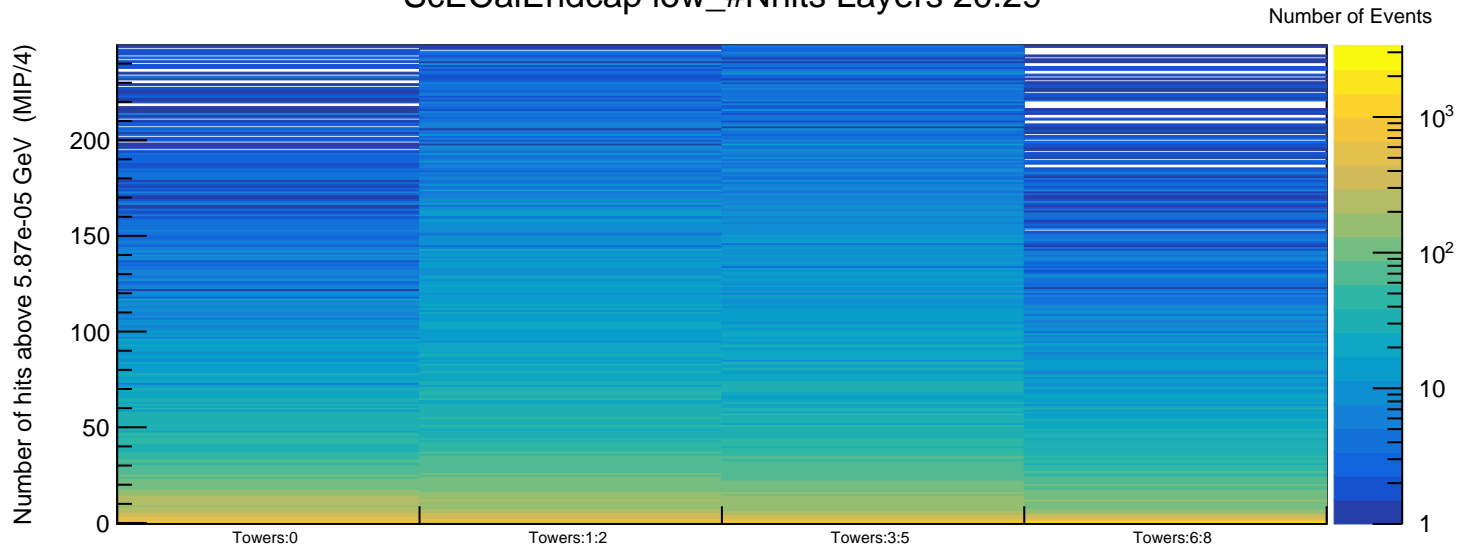


# ScECalEndcap low\_#Nhits Layers 20:29



<b>Mean: 2.50e+01 #hits</b> <b>Std Dev: 3.80e+01 #hits</b> <b>events: 9.96e+03</b>	<b>Mean: 3.79e+01 #hits</b> <b>Std Dev: 5.11e+01 #hits</b> <b>events: 9.87e+03</b>	<b>Mean: 3.64e+01 #hits</b> <b>Std Dev: 5.19e+01 #hits</b> <b>events: 9.84e+03</b>	<b>Mean: 1.79e+01 #hits</b> <b>Std Dev: 3.46e+01 #hits</b> <b>events: 9.98e+03</b>
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