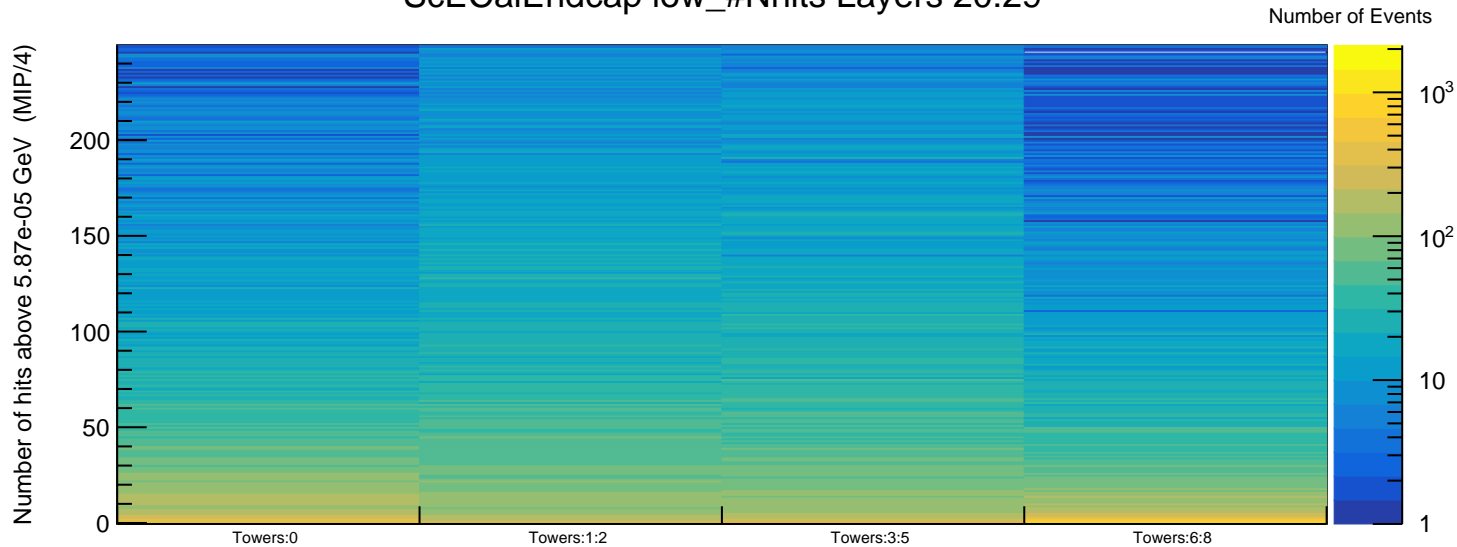


# ScECalEndcap low\_#Nhits Layers 20:29



<b>Mean: 4.28e+01 #hits</b> <b>Std Dev: 5.30e+01 #hits</b> <b>events: 9.73e+03</b>	<b>Mean: 6.11e+01 #hits</b> <b>Std Dev: 6.35e+01 #hits</b> <b>events: 9.23e+03</b>	<b>Mean: 5.97e+01 #hits</b> <b>Std Dev: 6.32e+01 #hits</b> <b>events: 9.27e+03</b>	<b>Mean: 3.07e+01 #hits</b> <b>Std Dev: 4.66e+01 #hits</b> <b>events: 9.76e+03</b>
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