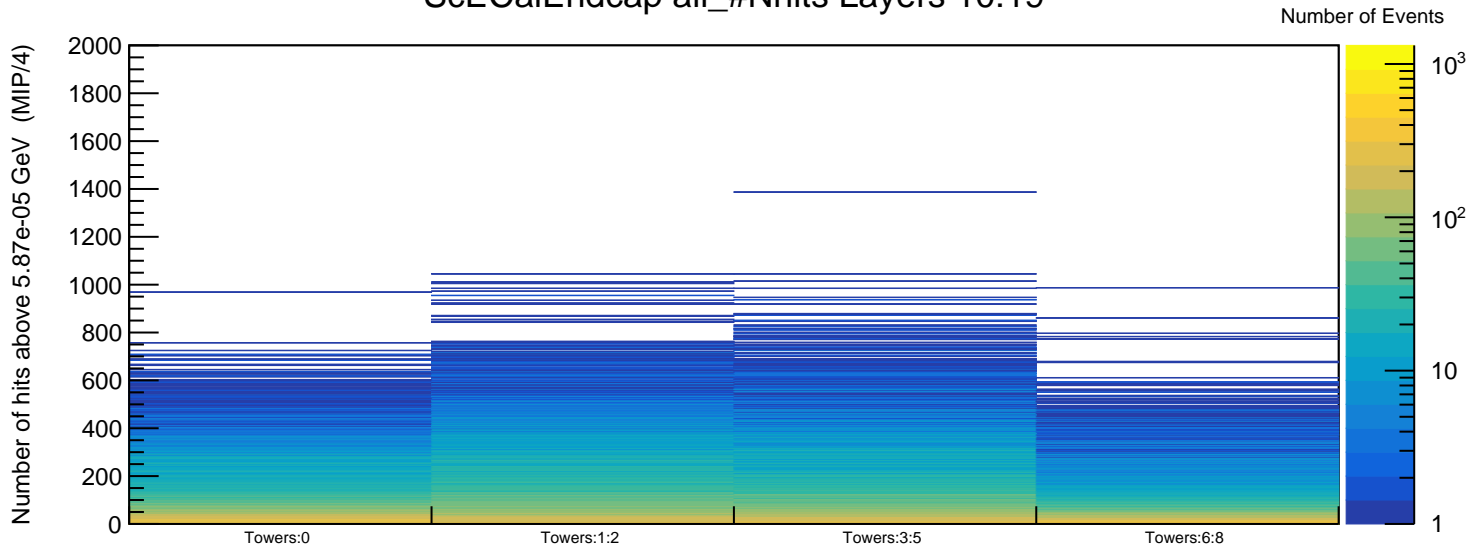


# ScECalEndcap all\_#Nhits Layers 10:19



Mean: 7.92e+01 #hits

Std Dev: 1.02e+02 #hits

events: 1.00e+04

Mean: 1.23e+02 #hits

Std Dev: 1.40e+02 #hits

events: 1.00e+04

Mean: 1.11e+02 #hits

Std Dev: 1.37e+02 #hits

events: 1.00e+04

Mean: 4.51e+01 #hits

Std Dev: 8.01e+01 #hits

events: 1.00e+04