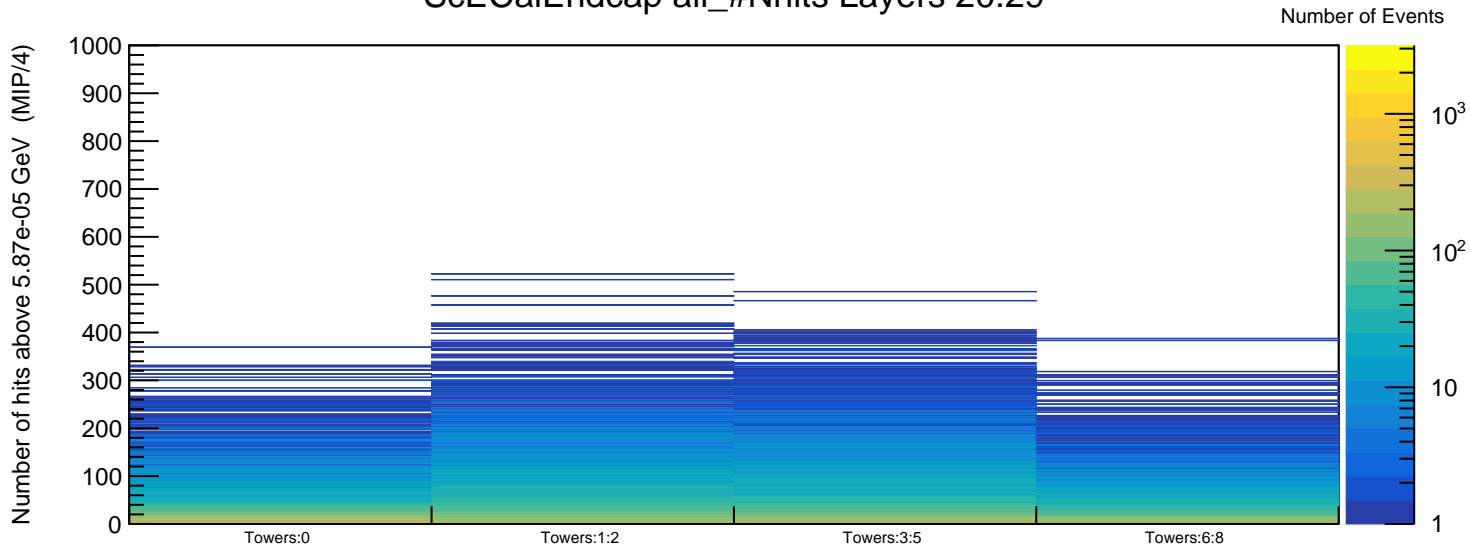


# ScECalEndcap all\_#Nhits Layers 20:29



Mean: 2.63e+01 #hits

Std Dev: 3.99e+01 #hits

events: 1.00e+04

Mean: 4.33e+01 #hits

Std Dev: 5.90e+01 #hits

events: 1.00e+04

Mean: 4.20e+01 #hits

Std Dev: 5.88e+01 #hits

events: 1.00e+04

Mean: 2.02e+01 #hits

Std Dev: 3.63e+01 #hits

events: 1.00e+04