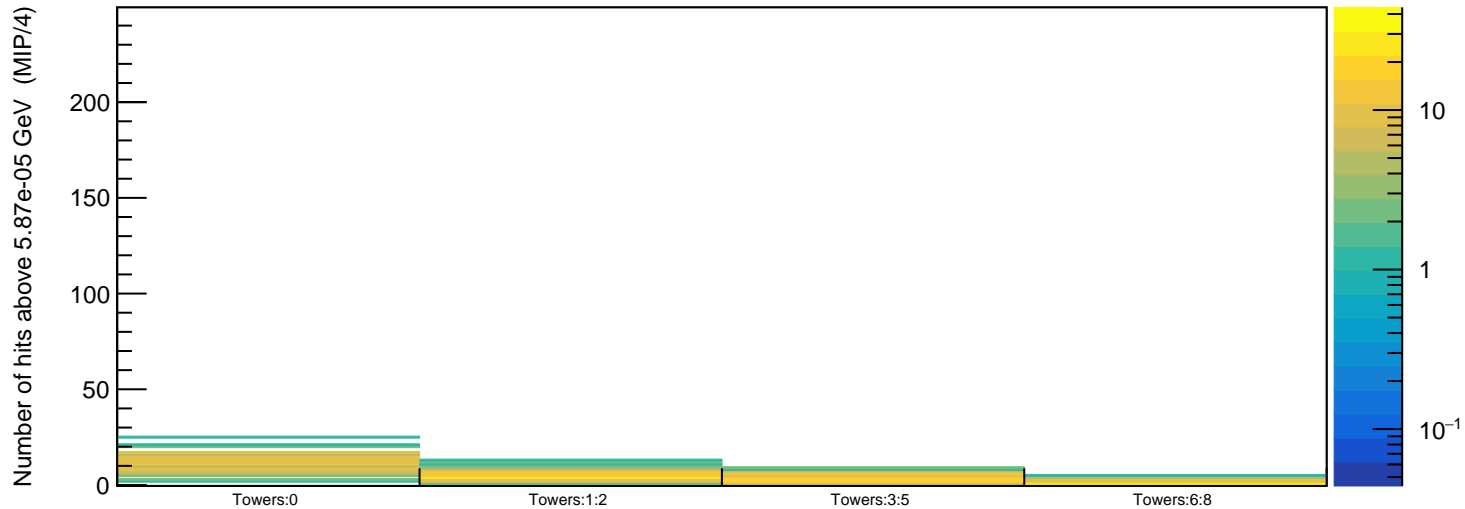


# ScECalEndcap low\_#Nhits Layers 10:19



<b>Mean: 1.17e+01 #hits</b> <b>Std Dev: 4.08e+00 #hits</b> <b>events: 1.00e+02</b>	<b>Mean: 5.21e+00 #hits</b> <b>Std Dev: 2.52e+00 #hits</b> <b>events: 1.00e+02</b>	<b>Mean: 3.61e+00 #hits</b> <b>Std Dev: 2.15e+00 #hits</b> <b>events: 1.00e+02</b>	<b>Mean: 1.07e+00 #hits</b> <b>Std Dev: 1.26e+00 #hits</b> <b>events: 1.00e+02</b>
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