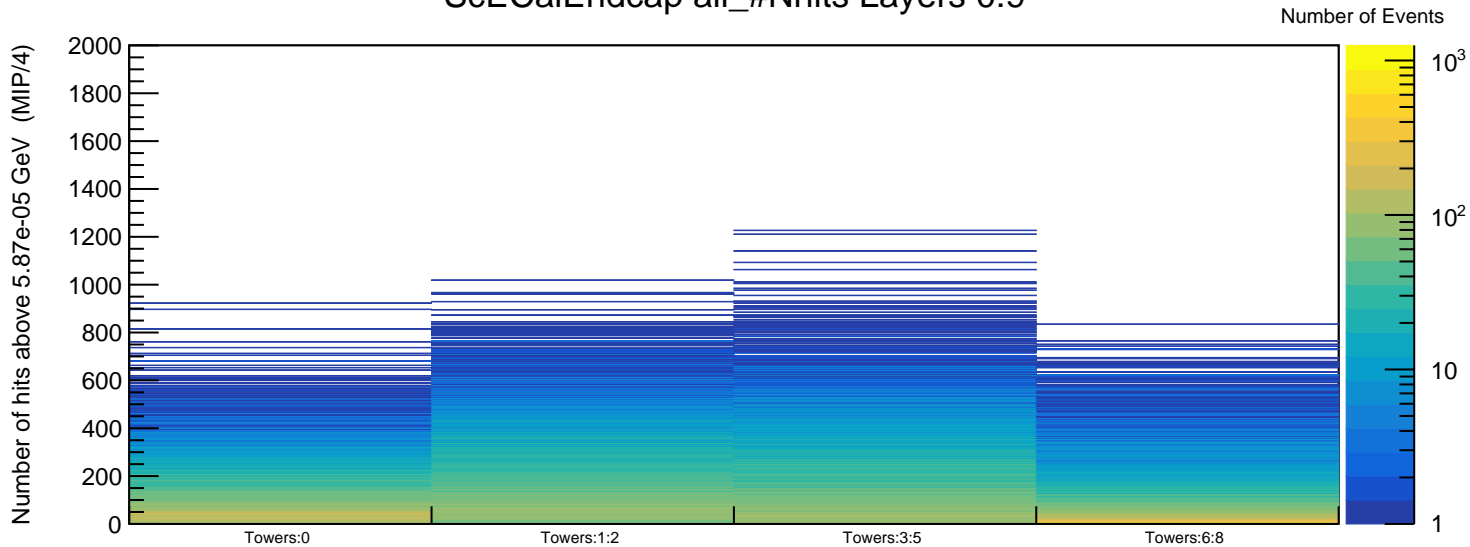


# ScECalEndcap all\_#Nhits Layers 0:9



**Mean: 1.00e+02 #hits**

**Std Dev: 1.01e+02 #hits**

**events: 1.00e+04**

**Mean: 1.62e+02 #hits**

**Std Dev: 1.48e+02 #hits**

**events: 1.00e+04**

**Mean: 1.59e+02 #hits**

**Std Dev: 1.54e+02 #hits**

**events: 1.00e+04**

**Mean: 7.37e+01 #hits**

**Std Dev: 1.03e+02 #hits**

**events: 1.00e+04**