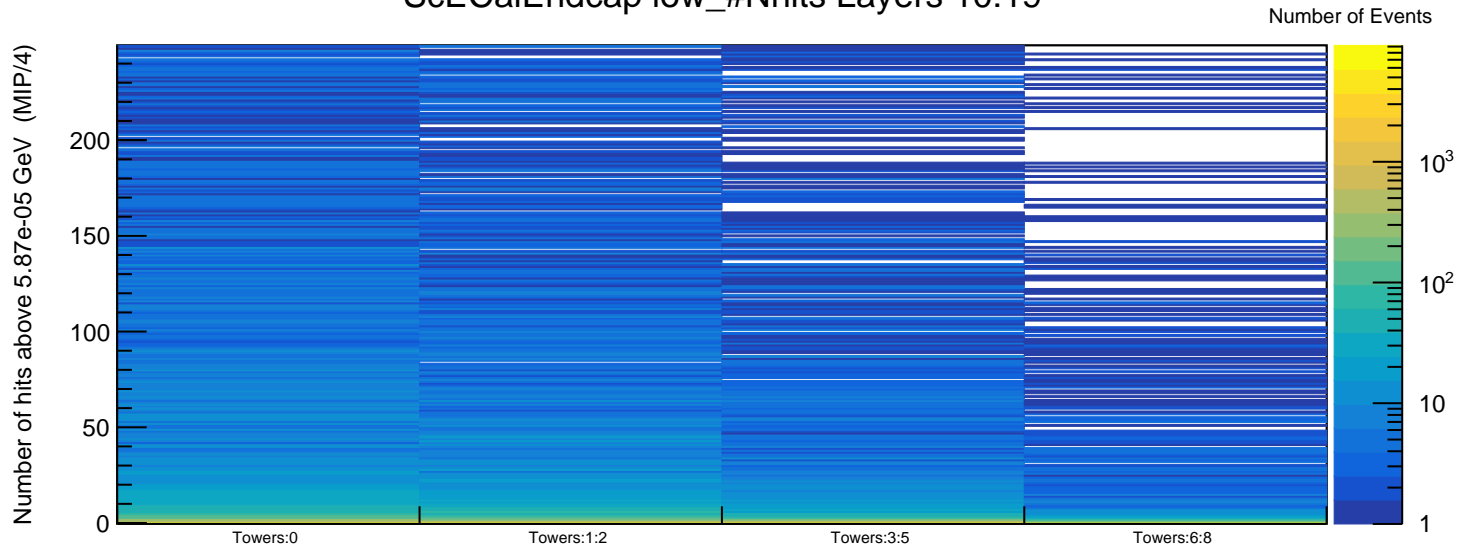


# ScECalEndcap low\_#Nhits Layers 10:19



<b>Mean: 1.43e+01 #hits</b> <b>Std Dev: 4.13e+01 #hits</b> <b>events: 9.38e+03</b>	<b>Mean: 1.11e+01 #hits</b> <b>Std Dev: 3.66e+01 #hits</b> <b>events: 9.26e+03</b>	<b>Mean: 5.72e+00 #hits</b> <b>Std Dev: 2.63e+01 #hits</b> <b>events: 9.52e+03</b>	<b>Mean: 1.83e+00 #hits</b> <b>Std Dev: 1.43e+01 #hits</b> <b>events: 9.85e+03</b>
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