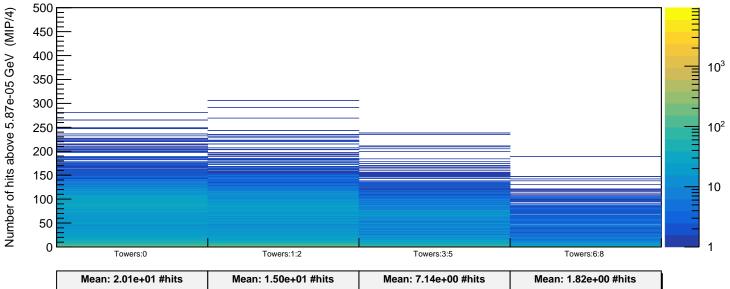
## ScECalEndcap all\_#Nhits Layers 20:29



Std Dev: 1.06e+01 #hits

events: 1.00e+04



Std Dev: 3.36e+01 #hits

events: 1.00e+04

Std Dev: 2.25e+01 #hits

events: 1.00e+04

Std Dev: 3.86e+01 #hits

events: 1.00e+04