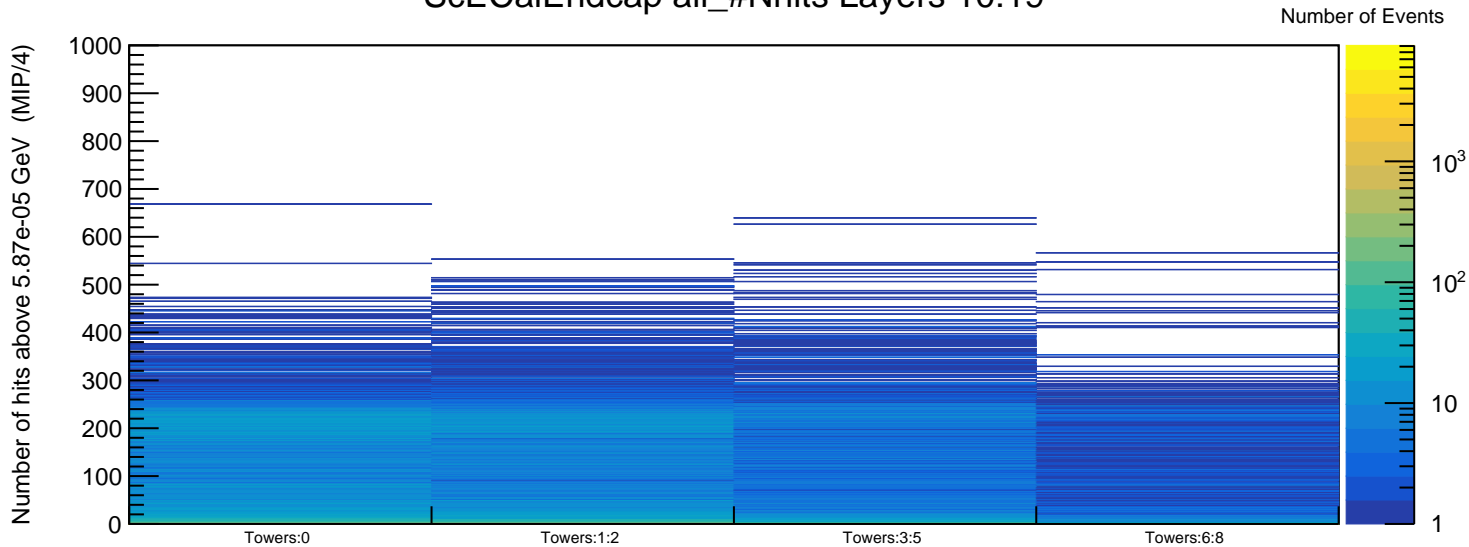


# ScECalEndcap all\_#Nhits Layers 10:19



**Mean: 4.77e+01 #hits**

**Std Dev: 8.35e+01 #hits**

**events: 1.00e+04**

**Mean: 4.11e+01 #hits**

**Std Dev: 8.22e+01 #hits**

**events: 1.00e+04**

**Mean: 2.45e+01 #hits**

**Std Dev: 6.77e+01 #hits**

**events: 1.00e+04**

**Mean: 8.02e+00 #hits**

**Std Dev: 3.87e+01 #hits**

**events: 1.00e+04**