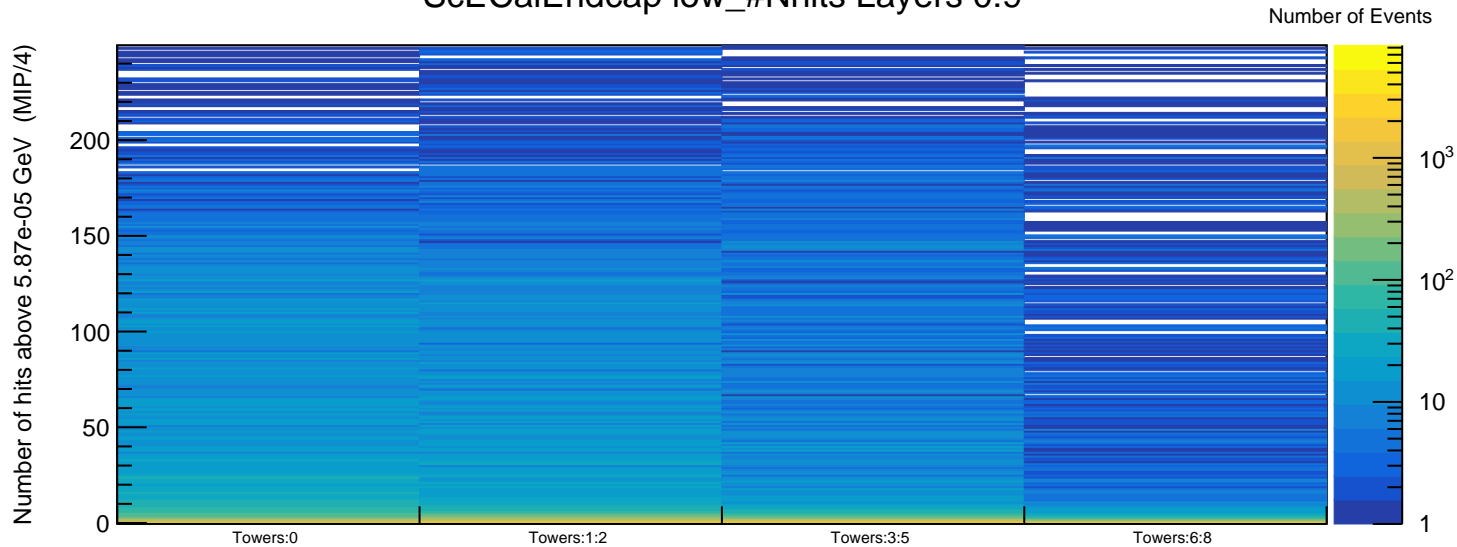


# ScECalEndcap low\_#Nhits Layers 0:9



<b>Mean: 1.83e+01 #hits</b> <b>Std Dev: 4.06e+01 #hits</b> <b>events: 9.97e+03</b>	<b>Mean: 1.74e+01 #hits</b> <b>Std Dev: 4.12e+01 #hits</b> <b>events: 9.94e+03</b>	<b>Mean: 1.28e+01 #hits</b> <b>Std Dev: 3.79e+01 #hits</b> <b>events: 9.93e+03</b>	<b>Mean: 4.28e+00 #hits</b> <b>Std Dev: 2.32e+01 #hits</b> <b>events: 9.94e+03</b>
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