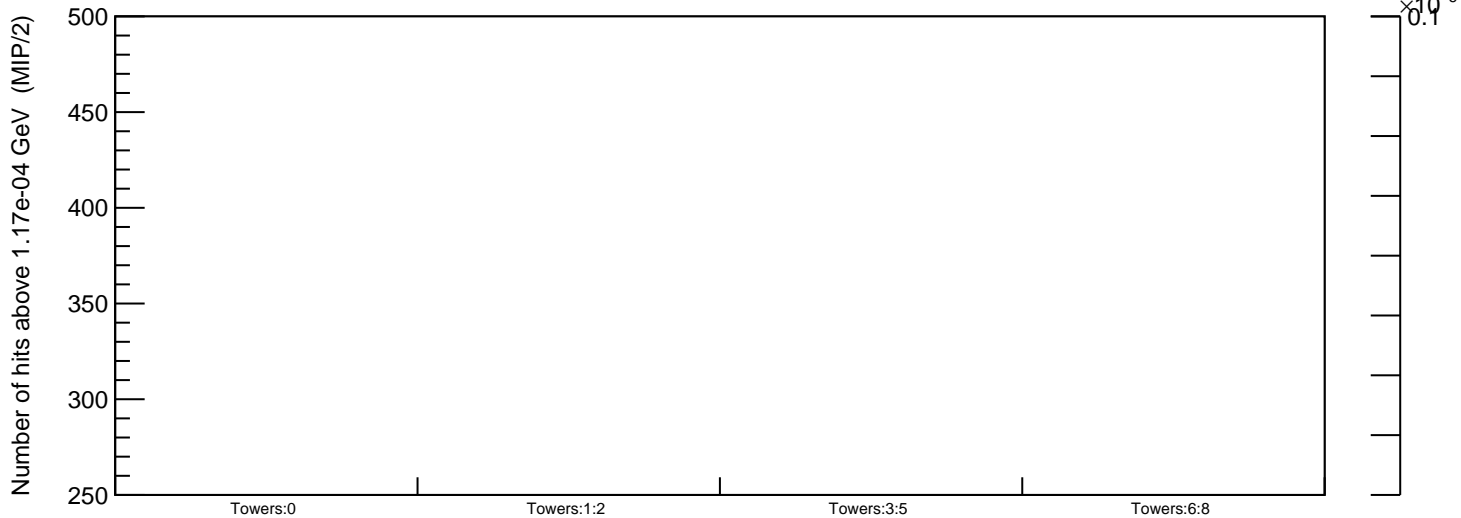


ScECalEndcap high_#Nhits Layers 10:19



Mean: 0.00e+00 #hits
Std Dev: 0.00e+00 #hits
events: 0.00e+00

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events: 0.00e+00