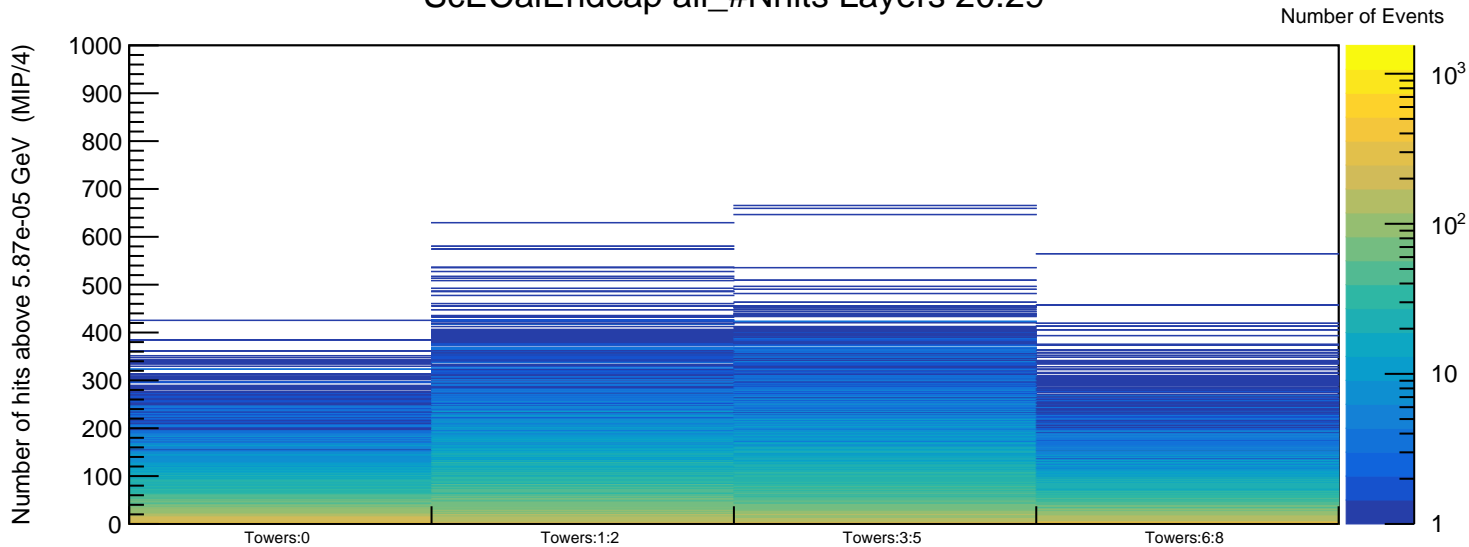


# ScECalEndcap all\_#Nhits Layers 20:29



**Mean: 3.91e+01 #hits**

**Std Dev: 4.81e+01 #hits**

**events: 1.00e+04**

**Mean: 6.49e+01 #hits**

**Std Dev: 7.37e+01 #hits**

**events: 1.00e+04**

**Mean: 6.53e+01 #hits**

**Std Dev: 7.68e+01 #hits**

**events: 1.00e+04**

**Mean: 3.26e+01 #hits**

**Std Dev: 4.85e+01 #hits**

**events: 1.00e+04**