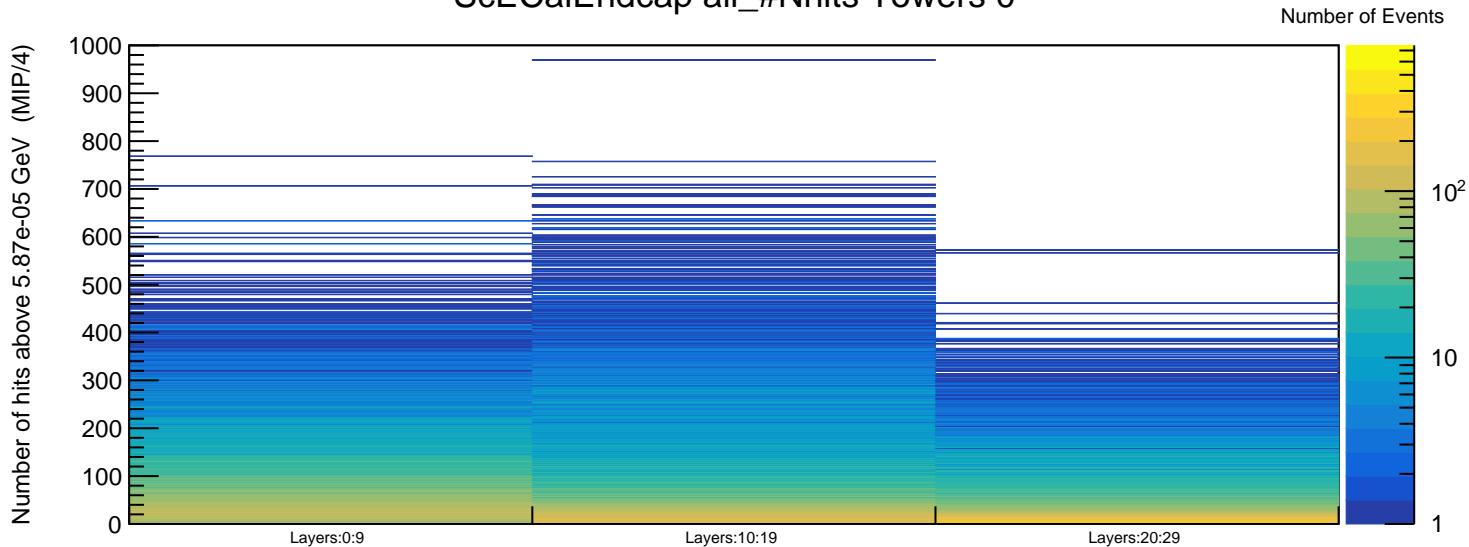


# ScECalEndcap all\_#Nhits Towers 0



**Mean: 8.51e+01 #hits**  
**Std Dev: 8.41e+01 #hits**  
**events: 1.00e+04**

**Mean: 7.92e+01 #hits**  
**Std Dev: 1.02e+02 #hits**  
**events: 1.00e+04**

**Mean: 4.31e+01 #hits**  
**Std Dev: 5.93e+01 #hits**  
**events: 1.00e+04**