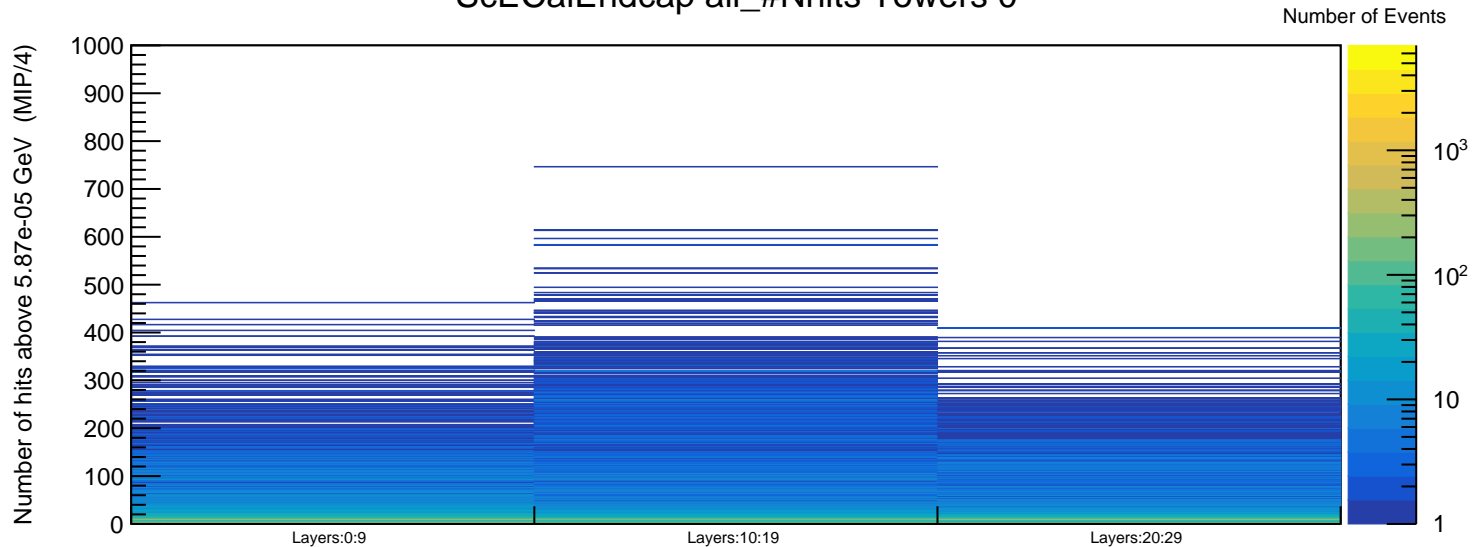


# ScECalEndcap all\_#Nhits Towers 0



**Mean: 1.25e+01 #hits**  
**Std Dev: 3.65e+01 #hits**  
**events: 1.00e+04**

**Mean: 1.91e+01 #hits**  
**Std Dev: 6.00e+01 #hits**  
**events: 1.00e+04**

**Mean: 1.08e+01 #hits**  
**Std Dev: 3.45e+01 #hits**  
**events: 1.00e+04**