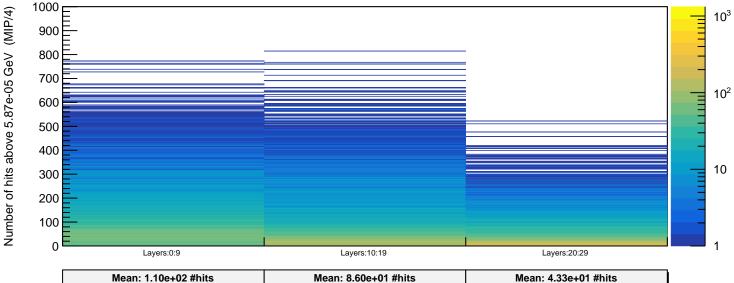
## ScECalEndcap all\_#Nhits Towers 1:2

Number of Events



Std Dev: 1.09e+02 #hits events: 1.00e+04 Std Dev: 1.08e+02 #hits events: 1.00e+04

Std Dev: 5.90e+01 #hits events: 1.00e+04