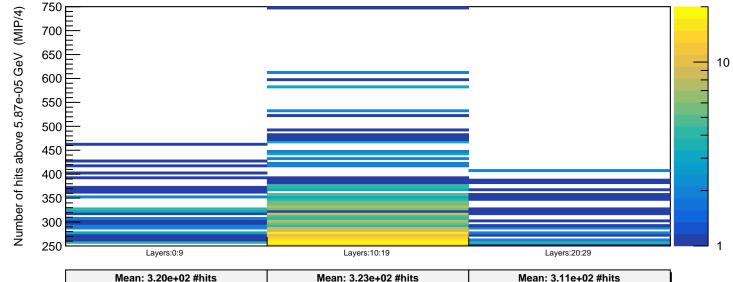
ScECalEndcap high_#Nhits Towers 0

Number of Events



Std Dev: 5.21e+01 #hits events: 3.60e+01 Std Dev: 8.12e+01 #hits events: 2.19e+02

Std Dev: 5.06e+01 #hits events: 2.50e+01