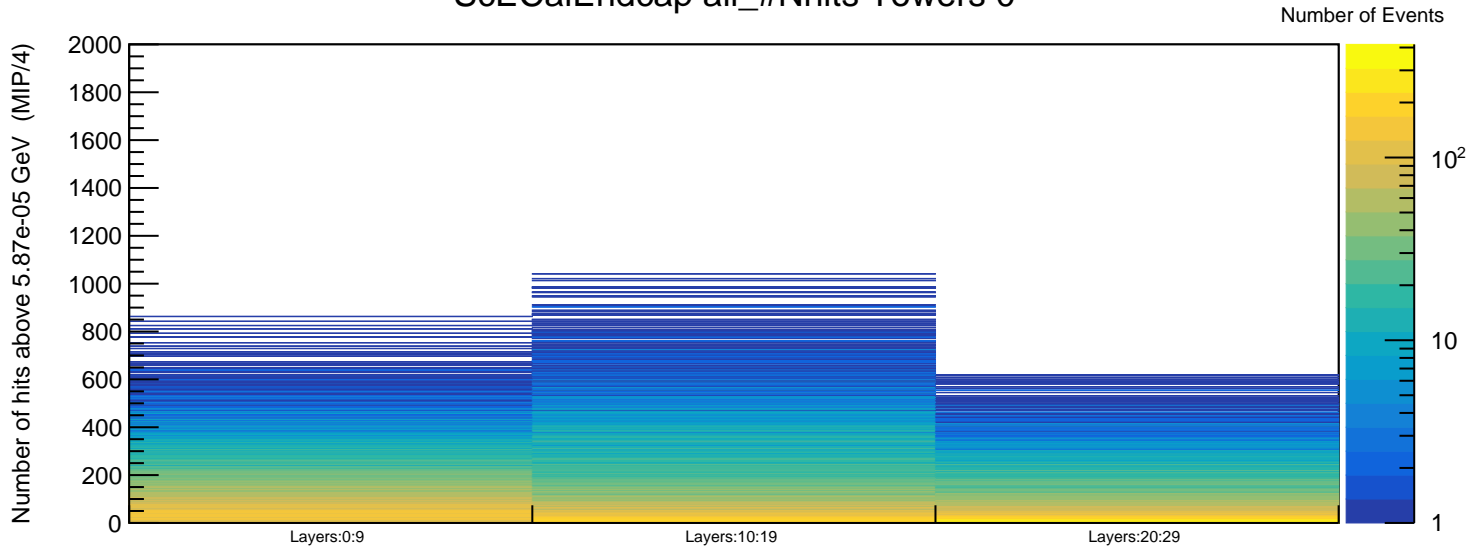


# ScECalEndcap all\_#Nhits Towers 0



**Mean: 1.21e+02 #hits**  
**Std Dev: 1.12e+02 #hits**  
**events: 1.00e+04**

**Mean: 1.26e+02 #hits**  
**Std Dev: 1.48e+02 #hits**  
**events: 1.00e+04**

**Mean: 7.27e+01 #hits**  
**Std Dev: 8.94e+01 #hits**  
**events: 1.00e+04**