## ScECalEndcap scaled\_all\_scale\_energy Layers 20:29 Number of hits 10<sup>6</sup> 10<sup>5</sup> 10<sup>4</sup> $10^{3}$ $10^{2}$

Towers:3:5

10

Towers:6:8



Towers:1:2

MP

300

250

200

150

100

50

0

Towers:0