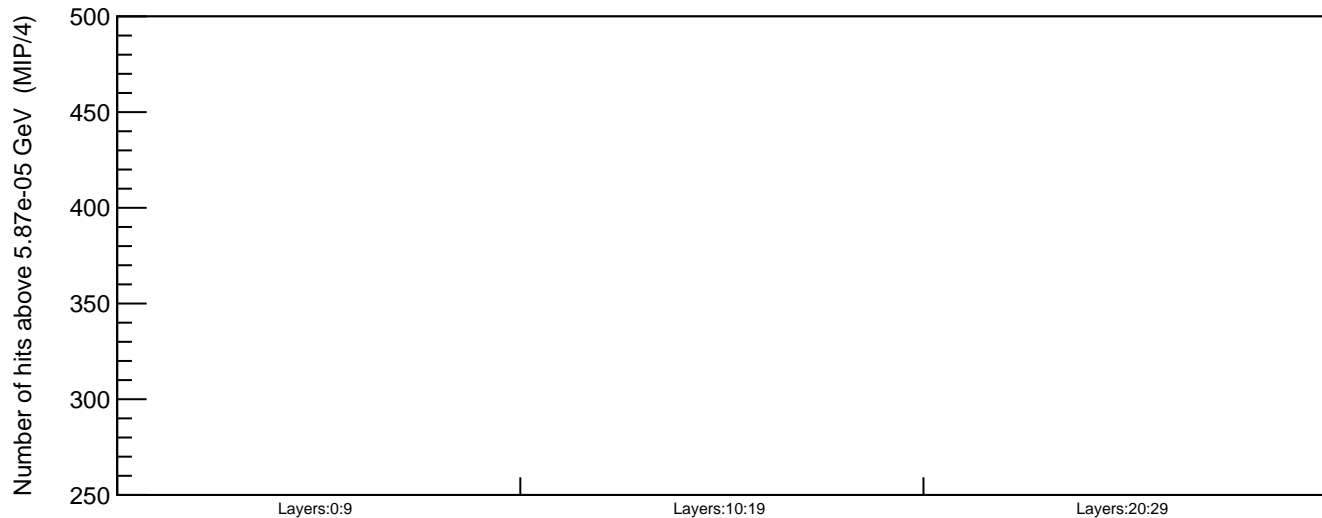


# ScECalEndcap high\_#Nhits Towers 1:2



**Mean: 0.00e+00 #hits**

**Std Dev: 0.00e+00 #hits**

**events: 0.00e+00**

**Mean: 0.00e+00 #hits**

**Std Dev: 0.00e+00 #hits**

**events: 0.00e+00**

**Mean: 0.00e+00 #hits**

**Std Dev: 0.00e+00 #hits**

**events: 0.00e+00**