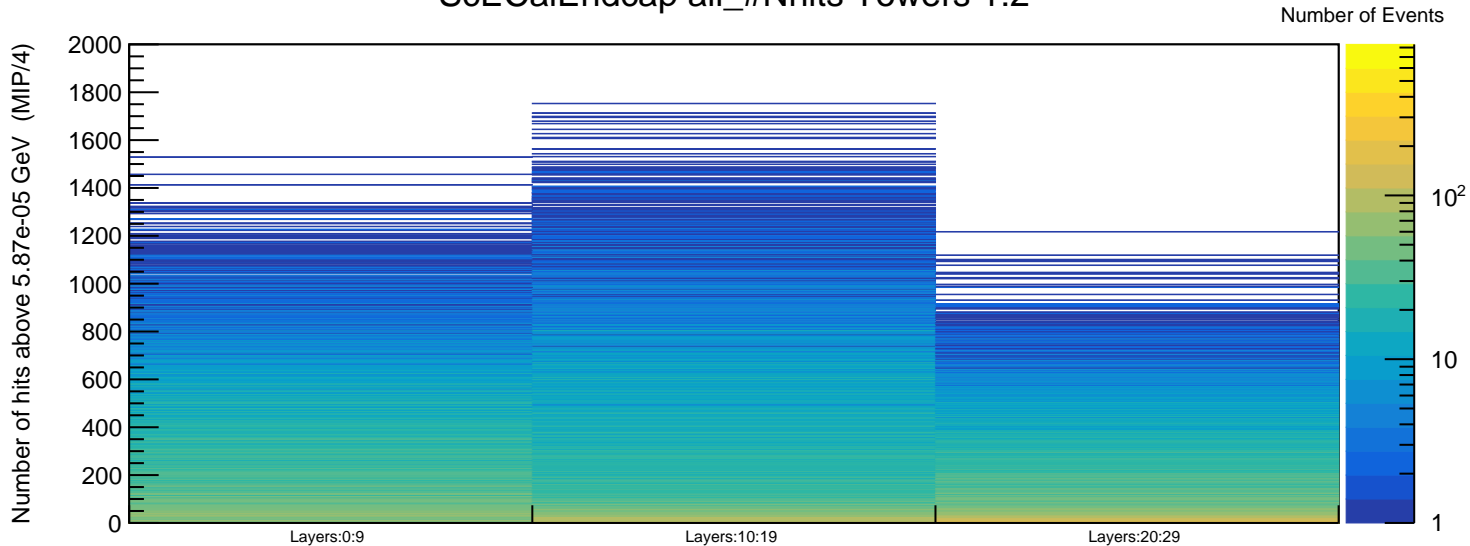


# ScECalEndcap all\_#Nhits Towers 1:2



**Mean: 2.75e+02 #hits**  
**Std Dev: 2.49e+02 #hits**  
**events: 1.00e+04**

**Mean: 3.02e+02 #hits**  
**Std Dev: 3.07e+02 #hits**  
**events: 1.00e+04**

**Mean: 1.80e+02 #hits**  
**Std Dev: 1.90e+02 #hits**  
**events: 1.00e+04**