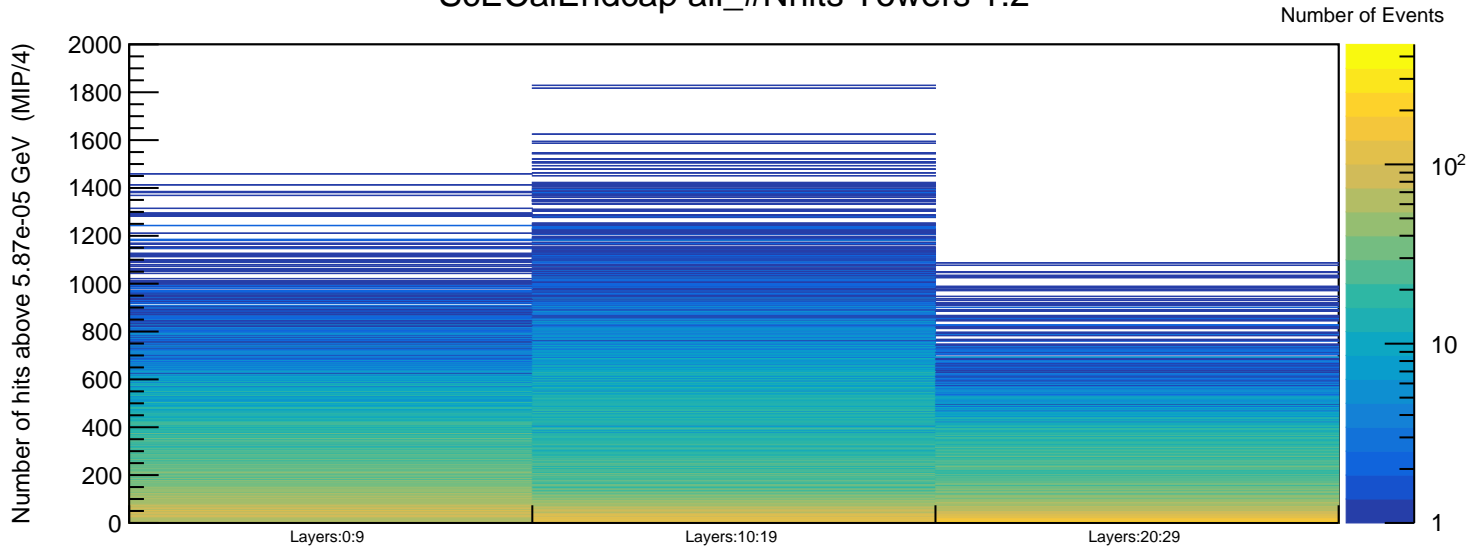


# ScECalEndcap all\_#Nhits Towers 1:2



**Mean: 2.26e+02 #hits**  
**Std Dev: 2.05e+02 #hits**  
**events: 1.00e+04**

**Mean: 2.47e+02 #hits**  
**Std Dev: 2.62e+02 #hits**  
**events: 1.00e+04**

**Mean: 1.48e+02 #hits**  
**Std Dev: 1.62e+02 #hits**  
**events: 1.00e+04**