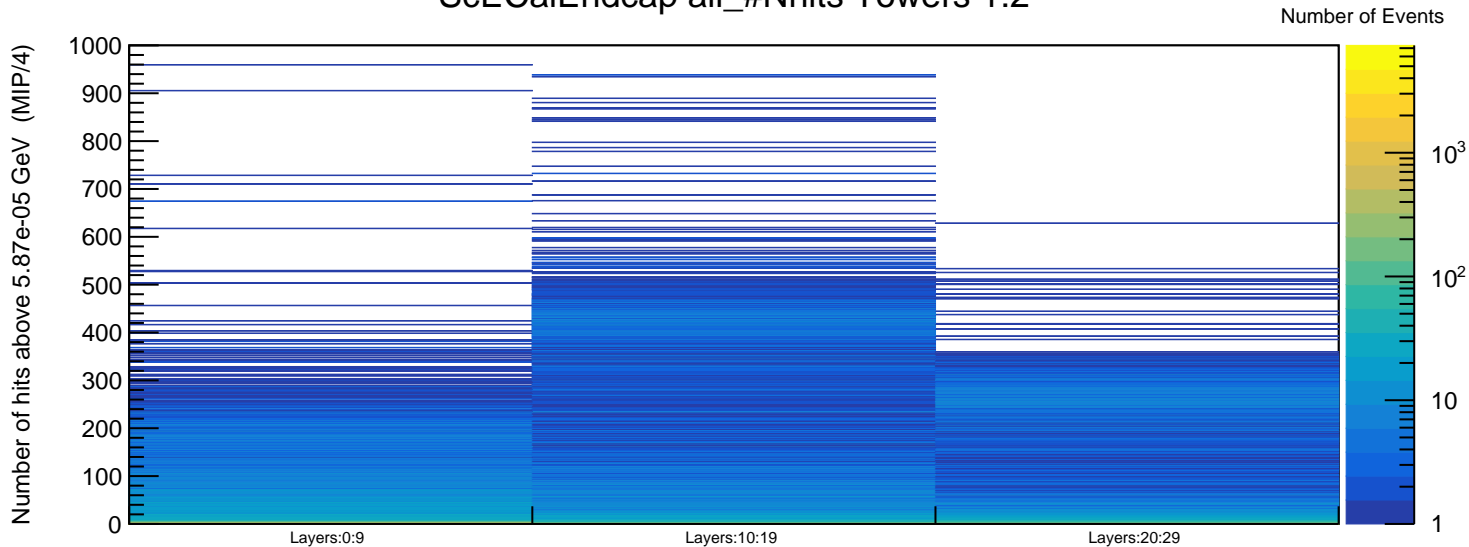


# ScECalEndcap all\_#Nhits Towers 1:2



**Mean: 2.13e+01 #hits**  
**Std Dev: 5.65e+01 #hits**  
**events: 1.00e+04**

**Mean: 4.11e+01 #hits**  
**Std Dev: 1.14e+02 #hits**  
**events: 1.00e+04**

**Mean: 2.35e+01 #hits**  
**Std Dev: 7.13e+01 #hits**  
**events: 1.00e+04**