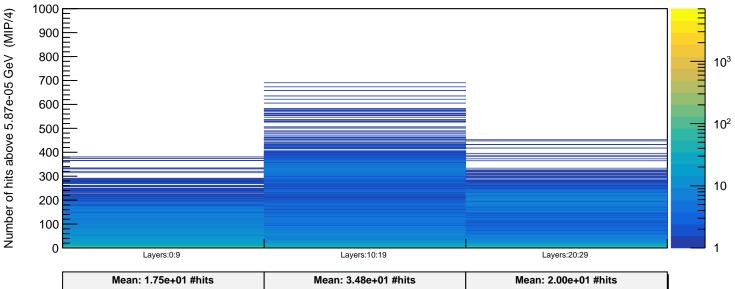
## ScECalEndcap all\_#Nhits Towers 0

Number of Events

Std Dev: 5.64e+01 #hits

events: 1.00e+04



Std Dev: 9.03e+01 #hits

events: 1.00e+04

Std Dev: 4.31e+01 #hits

events: 1.00e+04