# ScECalEndcap low_#Nhits Towers 0



Number of Events

Number of hits above 5.87e-05 GeV  (MIP/4)

| | | |
|---|---|---|
| Layers:0:9 | Layers:10:19 | Layers:20:29 |
| **Mean: 8.78e+01 #hits** | **Mean: 7.31e+01 #hits** | **Mean: 6.66e+01 #hits** |
| **Std Dev: 7.25e+01 #hits** | **Std Dev: 7.14e+01 #hits** | **Std Dev: 6.95e+01 #hits** |
| **events: 7.31e+03** | **events: 7.00e+03** | **events: 8.41e+03** |