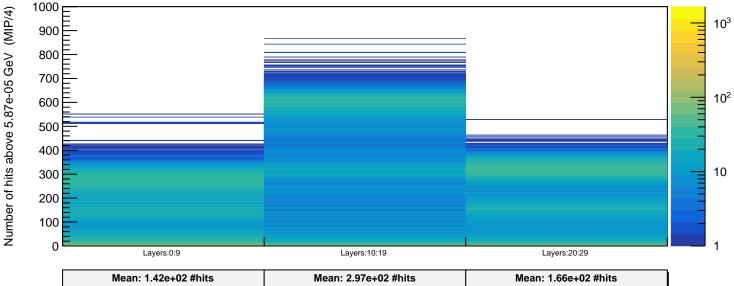
## ScECalEndcap all\_#Nhits Towers 0

Number of Events



Std Dev: 1.21e+02 #hits events: 1.00e+04 Std Dev: 2.45e+02 #hits events: 1.00e+04

Std Dev: 1.40e+02 #hits events: 1.00e+04