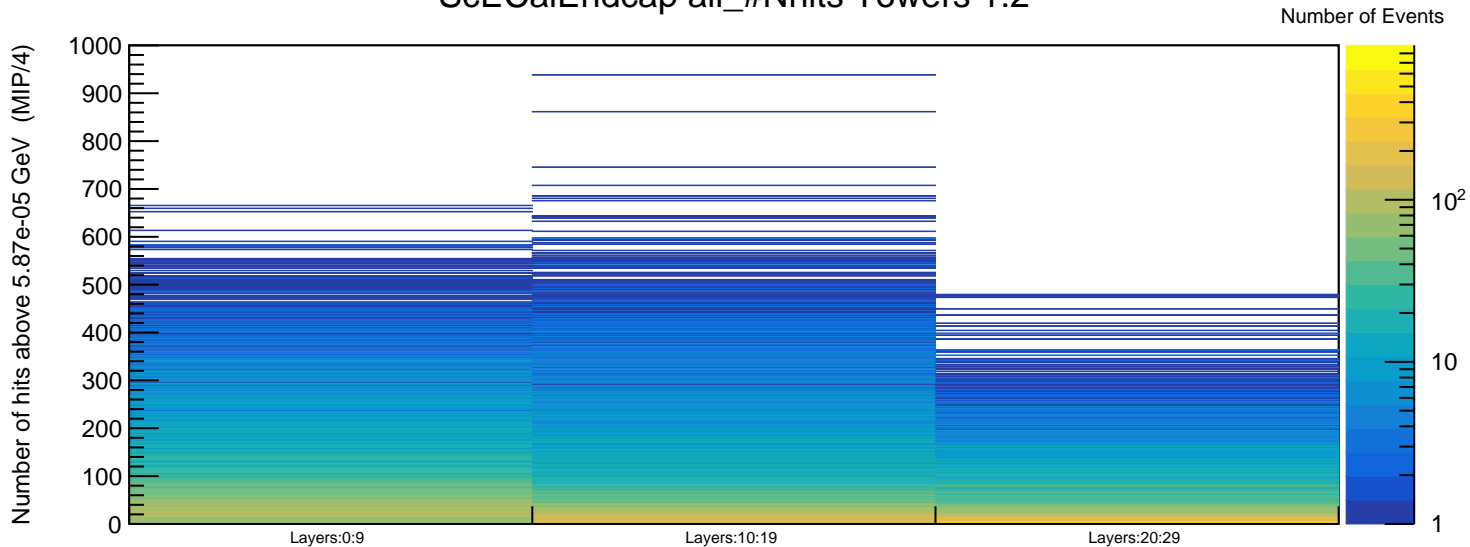


# ScECalEndcap all\_#Nhits Towers 1:2



**Mean: 1.00e+02 #hits**  
**Std Dev: 1.01e+02 #hits**  
**events: 1.00e+04**

**Mean: 7.94e+01 #hits**  
**Std Dev: 1.05e+02 #hits**  
**events: 1.00e+04**

**Mean: 4.12e+01 #hits**  
**Std Dev: 5.88e+01 #hits**  
**events: 1.00e+04**