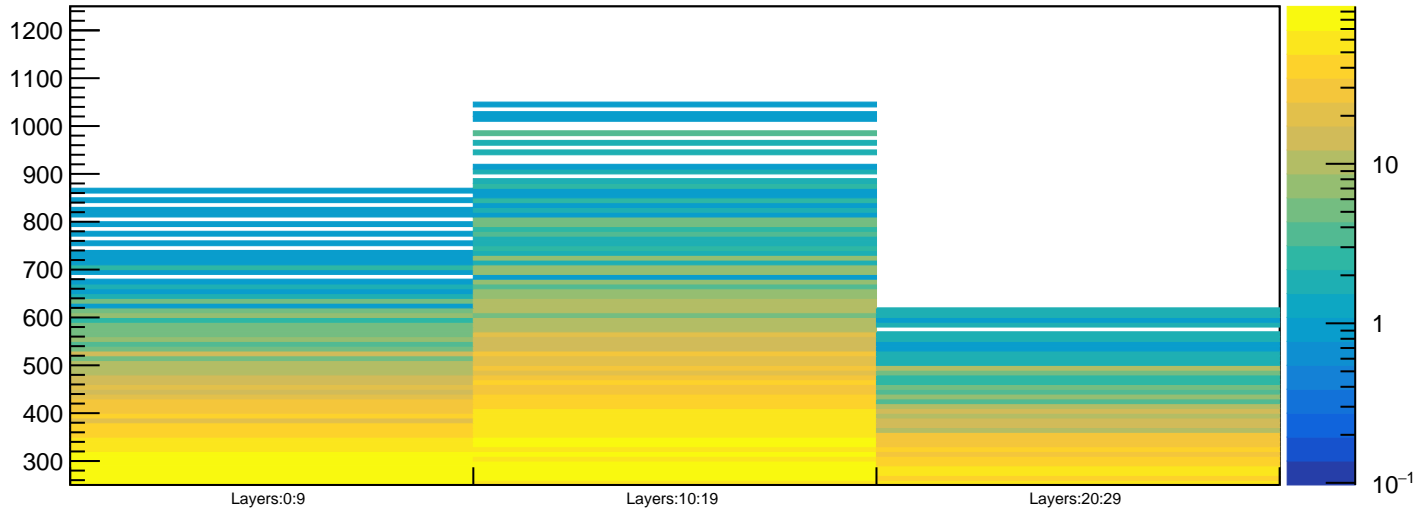


# ScECalEndcap high\_#Nhits Towers 0

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

Number of Events



**Mean: 3.54e+02 #hits**  
**Std Dev: 9.55e+01 #hits**  
**events: 1.26e+03**

**Mean: 4.02e+02 #hits**  
**Std Dev: 1.33e+02 #hits**  
**events: 1.69e+03**

**Mean: 3.28e+02 #hits**  
**Std Dev: 7.09e+01 #hits**  
**events: 5.96e+02**