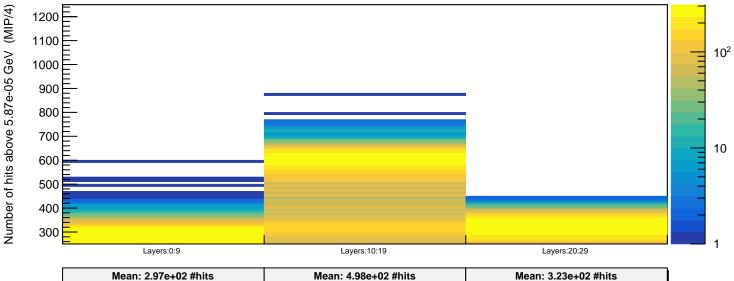
ScECalEndcap high_#Nhits Towers 0

Number of Events



Std Dev: 3.29e+01 #hits events: 2.72e+03 Std Dev: 1.29e+02 #hits events: 5.46e+03

Std Dev: 3.39e+01 #hits events: 3.76e+03