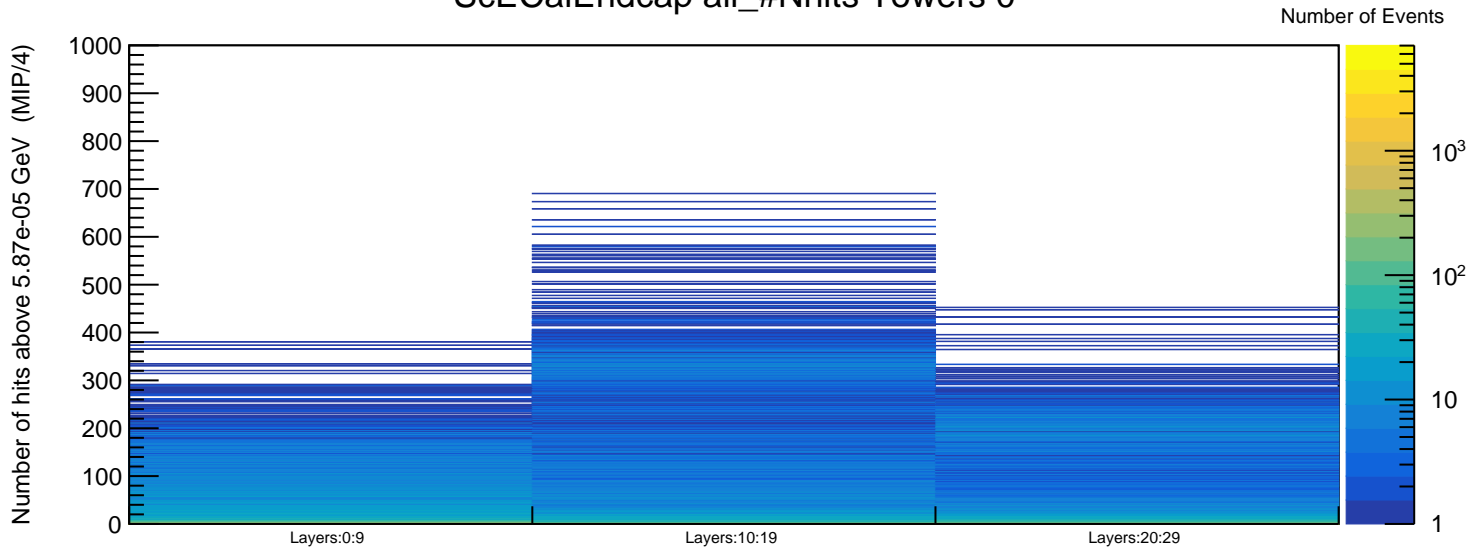


# ScECalEndcap all\_#Nhits Towers 0



**Mean: 1.75e+01 #hits**  
**Std Dev: 4.31e+01 #hits**  
**events: 1.00e+04**

**Mean: 3.48e+01 #hits**  
**Std Dev: 9.03e+01 #hits**  
**events: 1.00e+04**

**Mean: 2.00e+01 #hits**  
**Std Dev: 5.64e+01 #hits**  
**events: 1.00e+04**