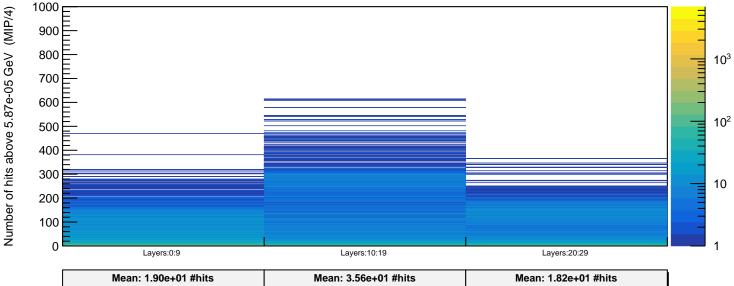
## ScECalEndcap all\_#Nhits Towers 0

Number of Events



Std Dev: 4.29e+01 #hits events: 1.00e+04 Std Dev: 8.35e+01 #hits events: 1.00e+04

Std Dev: 4.60e+01 #hits events: 1.00e+04