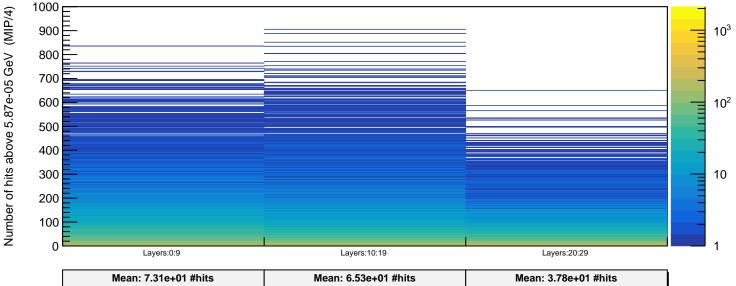
## ScECalEndcap all\_#Nhits Towers 6:8





Std Dev: 1.03e+02 #hits events: 1.00e+04 Std Dev: 1.07e+02 #hits events: 1.00e+04

Std Dev: 6.51e+01 #hits events: 1.00e+04