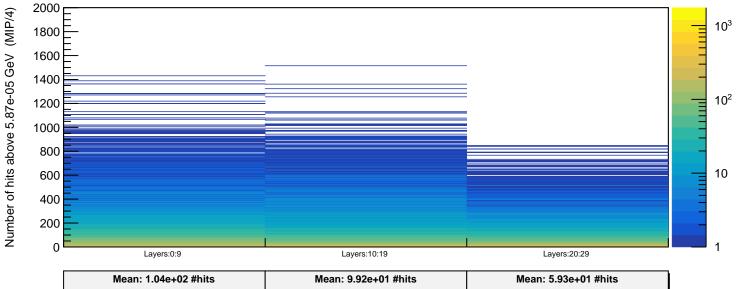
## ScECalEndcap all\_#Nhits Towers 6:8



Std Dev: 9.83e+01 #hits

events: 1.00e+04



Std Dev: 1.58e+02 #hits

events: 1.00e+04

Std Dev: 1.50e+02 #hits

events: 1.00e+04