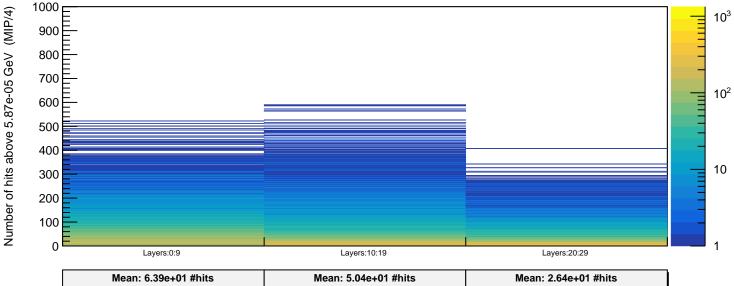
## ScECalEndcap all\_#Nhits Towers 0





Std Dev: 6.77e+01 #hits events: 1.00e+04 Std Dev: 7.21e+01 #hits events: 1.00e+04

Std Dev: 4.09e+01 #hits events: 1.00e+04