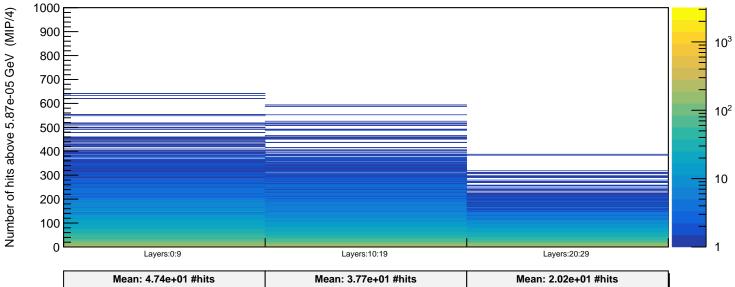
## ScECalEndcap all\_#Nhits Towers 6:8



Std Dev: 3.63e+01 #hits

events: 1.00e+04



Std Dev: 6.48e+01 #hits

events: 1.00e+04

Std Dev: 6.87e+01 #hits

events: 1.00e+04