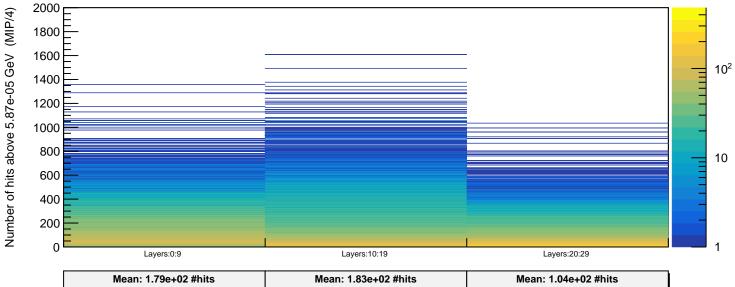
## ScECalEndcap all\_#Nhits Towers 1:2



Std Dev: 1.14e+02 #hits

events: 1.00e+04



Std Dev: 1.90e+02 #hits

events: 1.00e+04

Std Dev: 1.51e+02 #hits

events: 1.00e+04