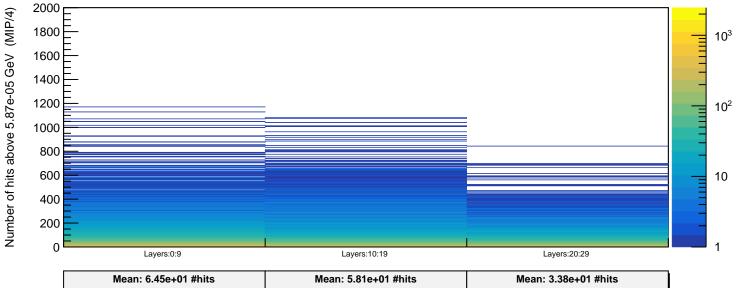
## ScECalEndcap all\_#Nhits Towers 6:8



Std Dev: 6.69e+01 #hits

events: 1.00e+04



Std Dev: 1.12e+02 #hits

events: 1.00e+04

Std Dev: 1.10e+02 #hits

events: 1.00e+04