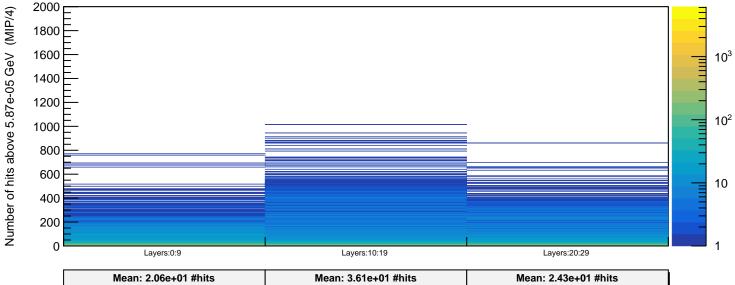
## ScECalEndcap all\_#Nhits Towers 0





Std Dev: 5.41e+01 #hits events: 1.00e+04 Std Dev: 9.94e+01 #hits events: 1.00e+04

Std Dev: 6.88e+01 #hits events: 1.00e+04