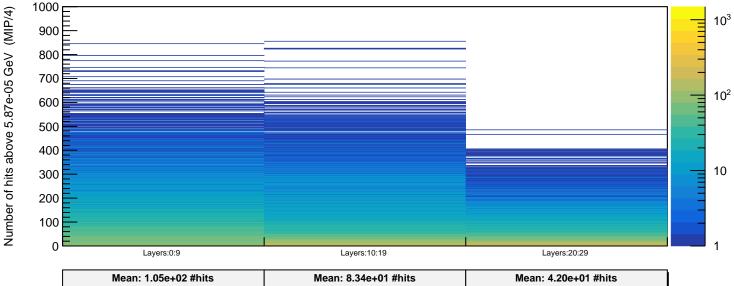
## ScECalEndcap all\_#Nhits Towers 3:5





Std Dev: 1.12e+02 #hits events: 1.00e+04 Std Dev: 1.08e+02 #hits events: 1.00e+04

Std Dev: 5.88e+01 #hits events: 1.00e+04