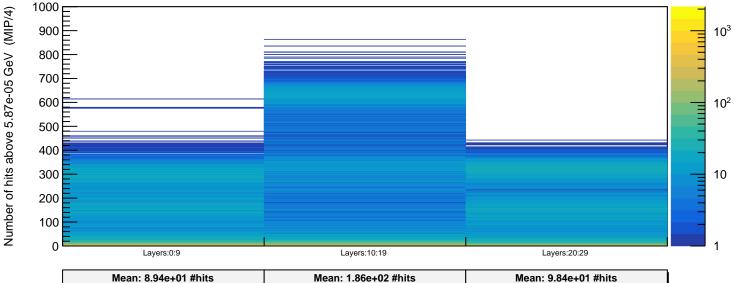
## ScECalEndcap all\_#Nhits Towers 1:2





Std Dev: 1.17e+02 #hits events: 1.00e+04 Std Dev: 2.36e+02 #hits events: 1.00e+04

Std Dev: 1.25e+02 #hits events: 1.00e+04