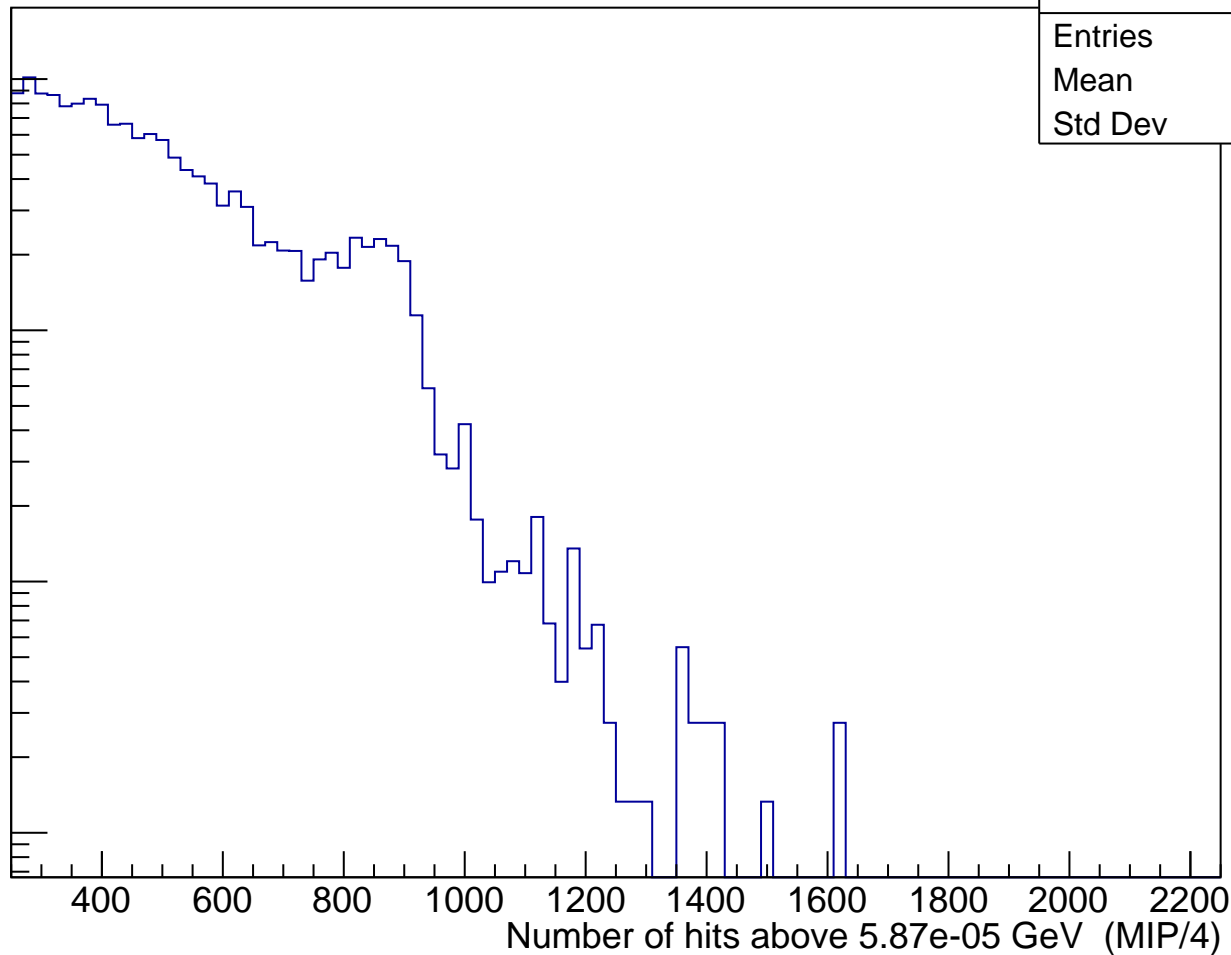


# ScECalEndcap\_T0\_L10:19

Number of Events per second

$10^{-2}$   
 $10^{-3}$   
 $10^{-4}$   
 $10^{-5}$



Number of hits above 5.87e-05 GeV (MIP/4)