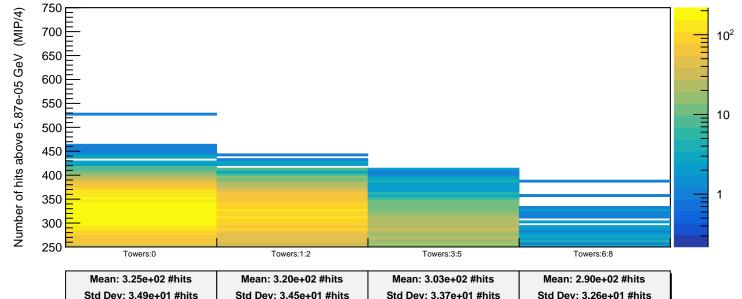
ScECalEndcap high_#Nhits Layers 20:29



events: 3.00e+01



events: 4.10e+02

events: 1.88e+03

events: 3.76e+03