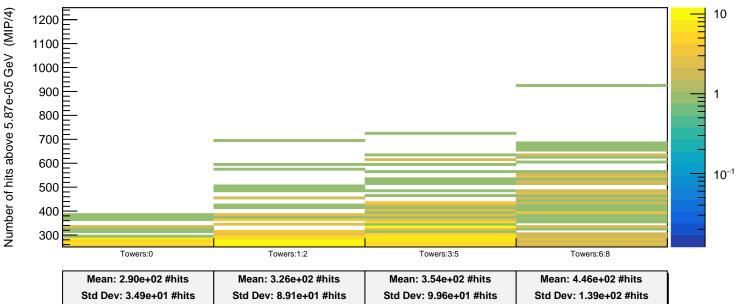
ScECalEndcap high_#Nhits Layers 0:9





events: 8.70e+01

events: 5.90e+01

events: 6.90e+01

events: 3.10e+01