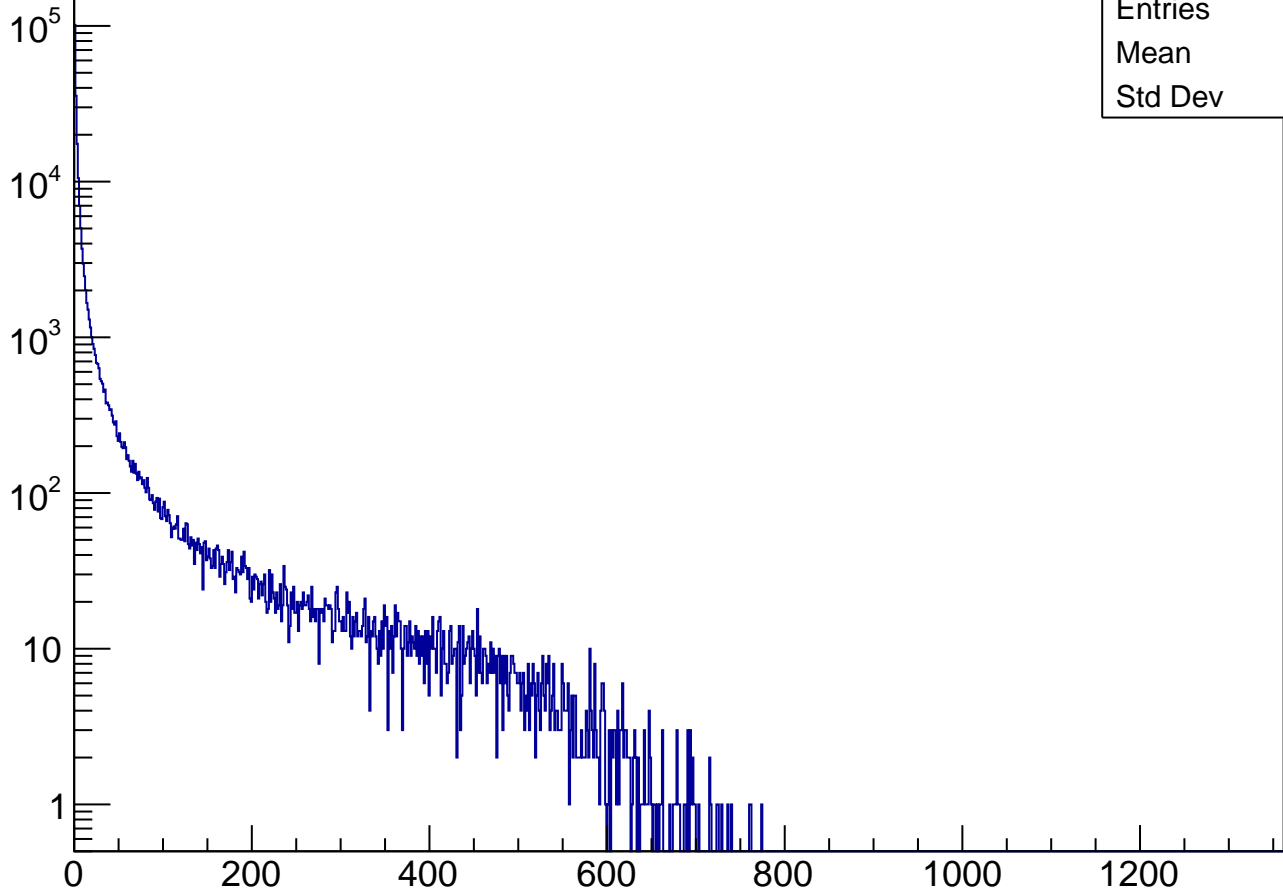


# ScECalEndcap\_T0\_L0:9

Number of hits



MIP