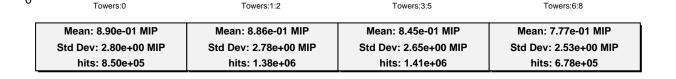
ScECalEndcap scaled_all_scale_energy Layers 20:29 Number of hits 10⁶ 10^{5} 10⁴ 10^{3}

 10^{2}

10



MP

300

250

200

150

100

50