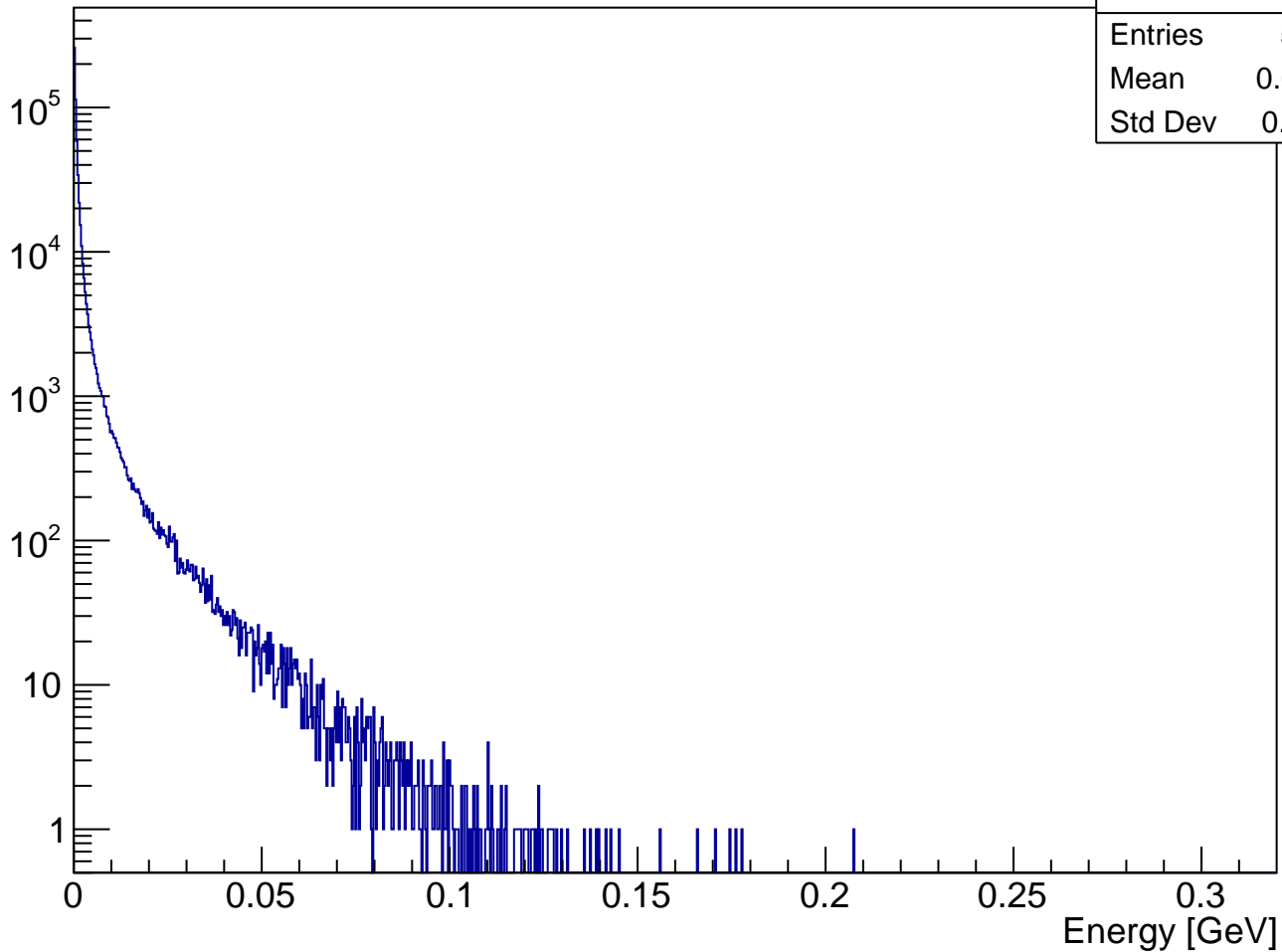


# ScECalEndcap\_T3:5\_L20:29

Number of hits



Energy [GeV]