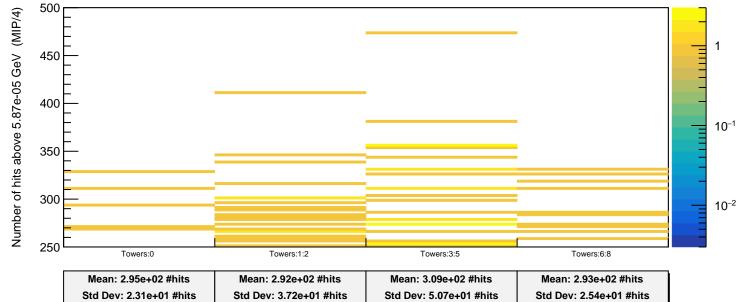
ScECalEndcap high_#Nhits Layers 20:29





events: 2.60e+01

events: 1.00e+01

events: 2.00e+01

events: 5.00e+00