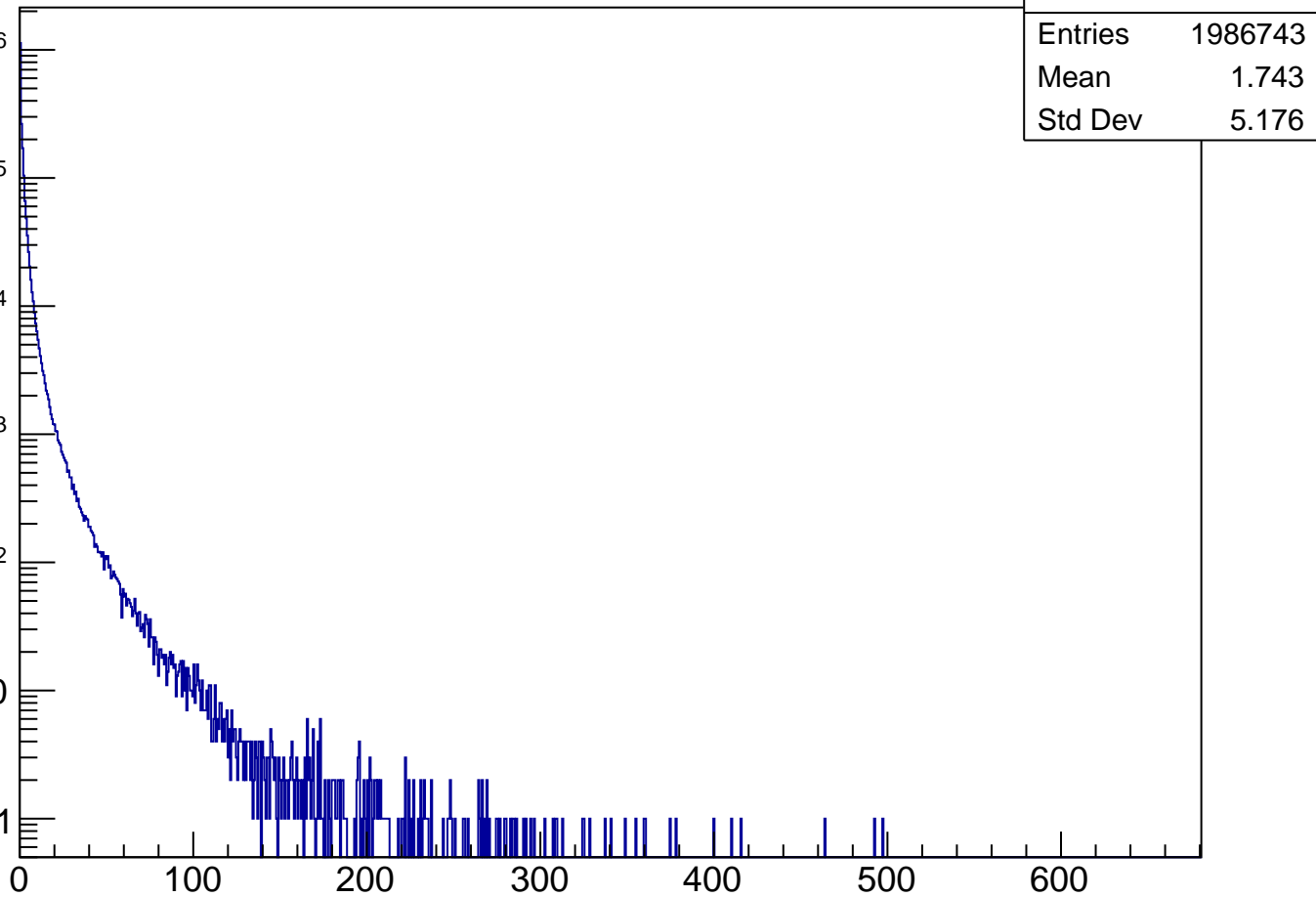


# ScECalEndcap\_T0\_L0:9

Number of hits

$10^6$   
 $10^5$   
 $10^4$   
 $10^3$   
 $10^2$   
10  
1



MIP