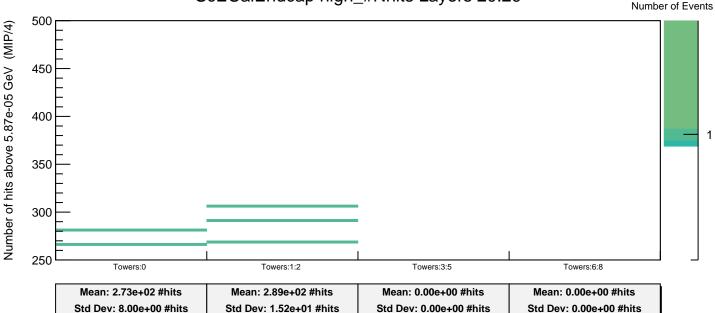
ScECalEndcap high_#Nhits Layers 20:29



events: 0.00e+00

events: 0.00e+00

events: 3.00e+00

events: 2.00e+00