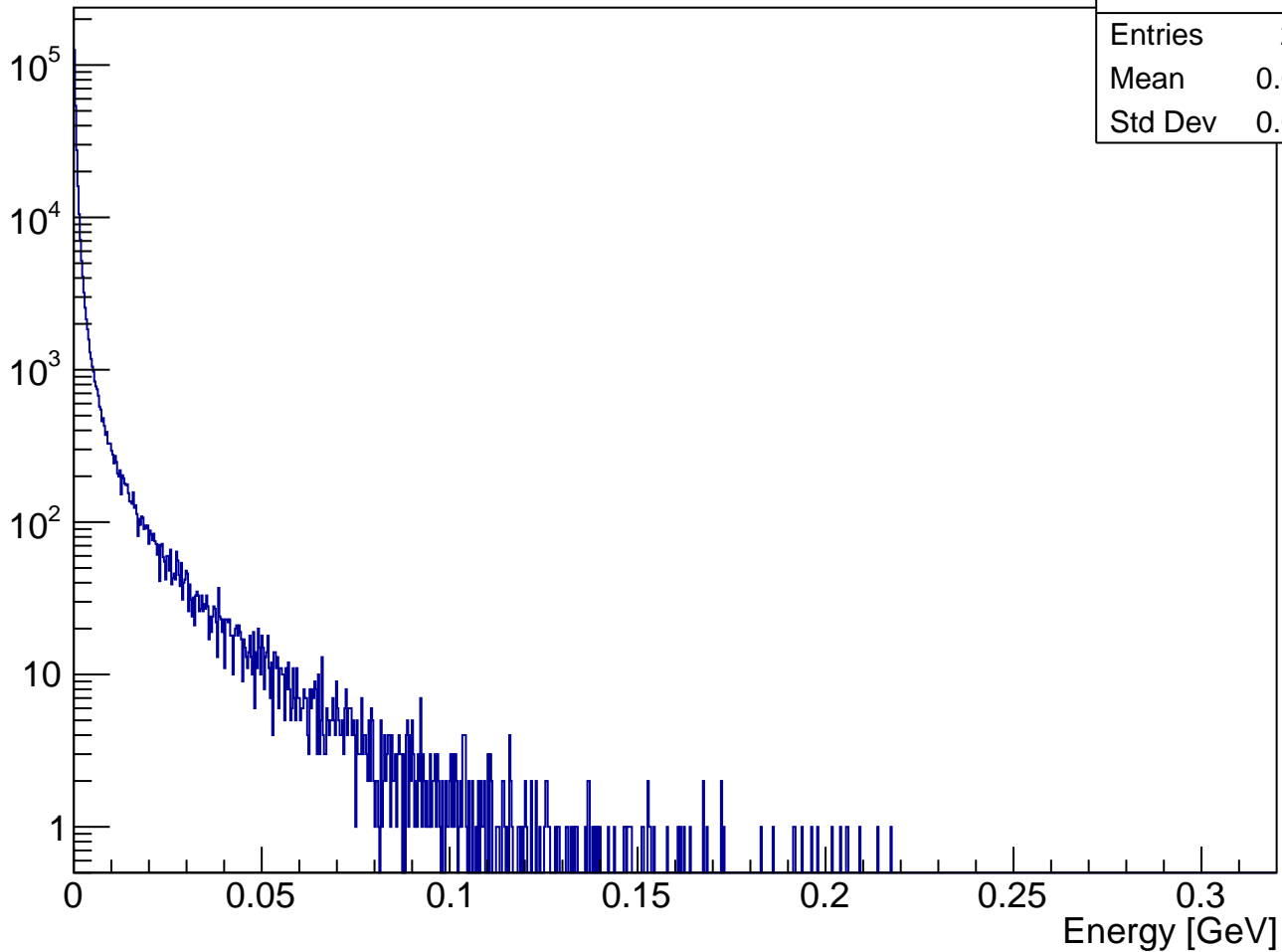


# ScECalEndcap\_T1:2\_L20:29

Number of hits



Energy [GeV]