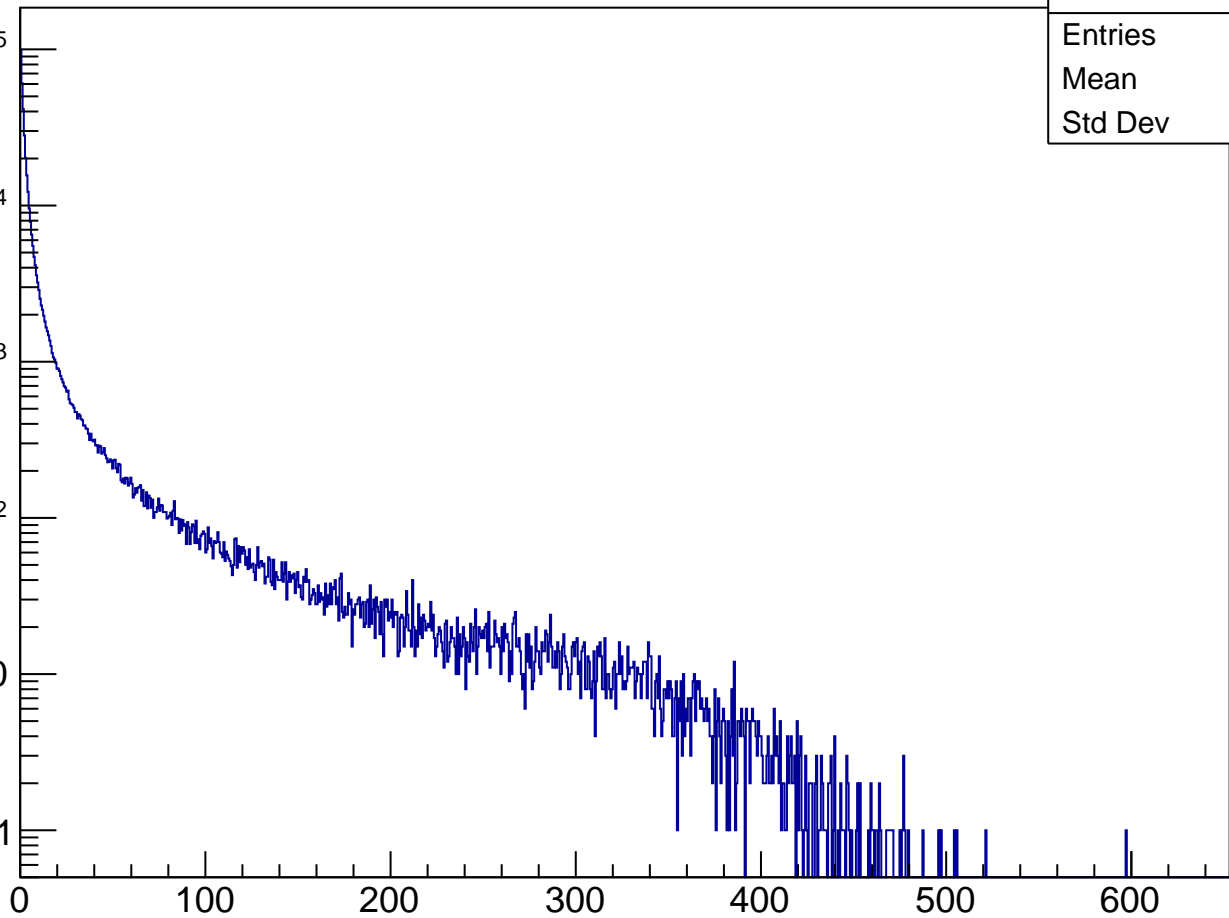


# ScECalEndcap\_T1:2\_L10:19

Number of hits

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



MIP