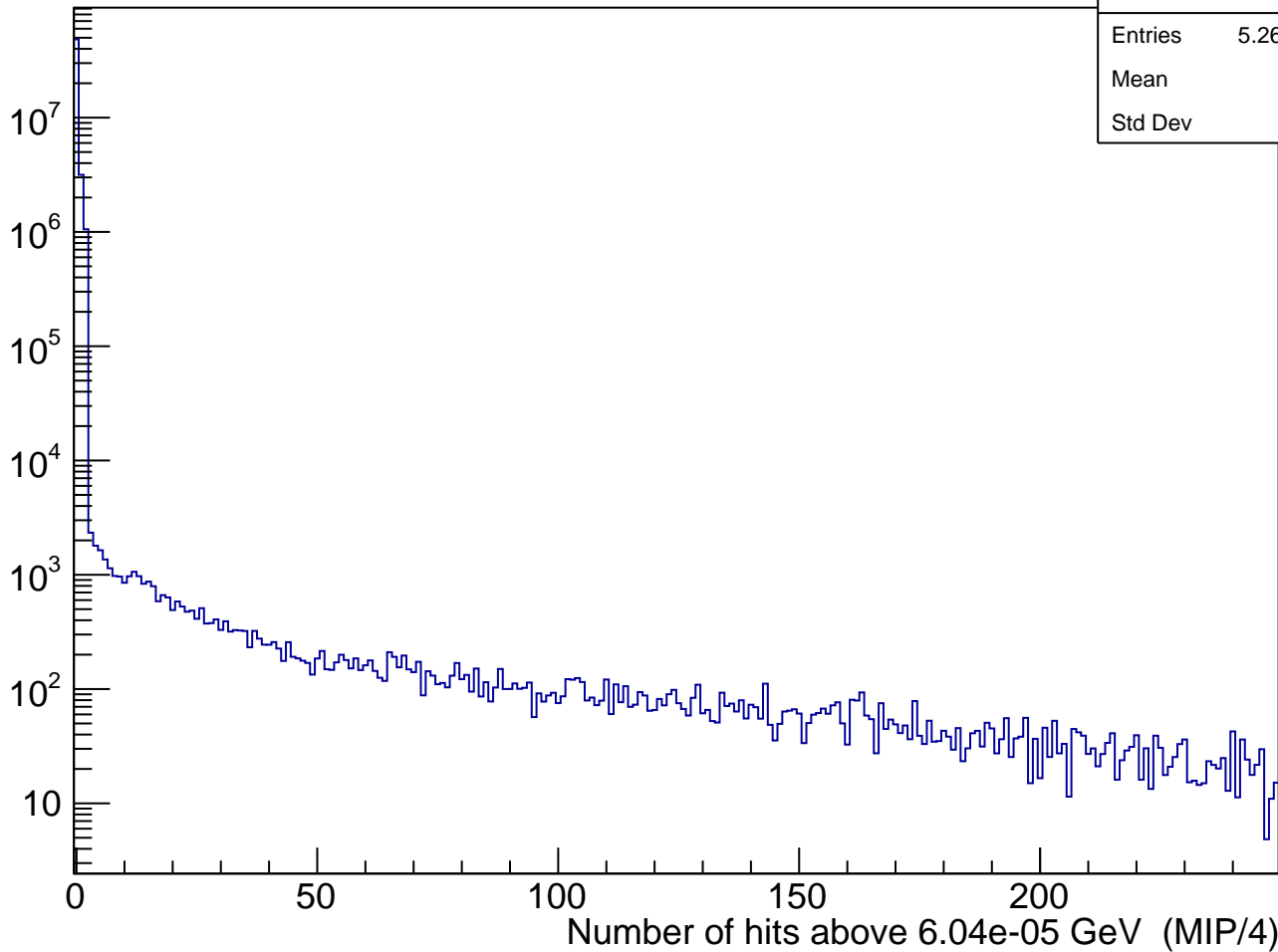


# ScECalEndcap\_T1:2\_L20:29

Number of Events per second



Number of hits above  $6.04 \times 10^{-5}$  GeV (MIP/4)