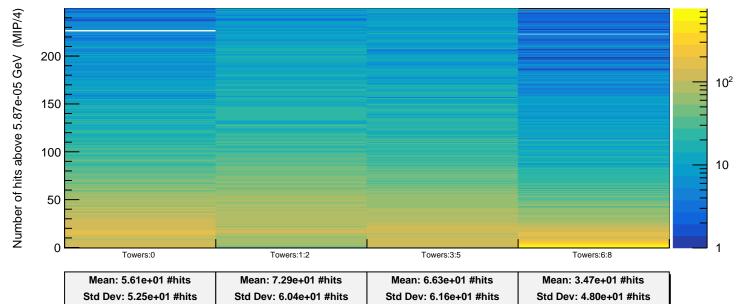
ScECalEndcap low_#Nhits Layers 0:9





events: 8.96e+03

events: 9.79e+03

events: 8.96e+03

events: 9.71e+03