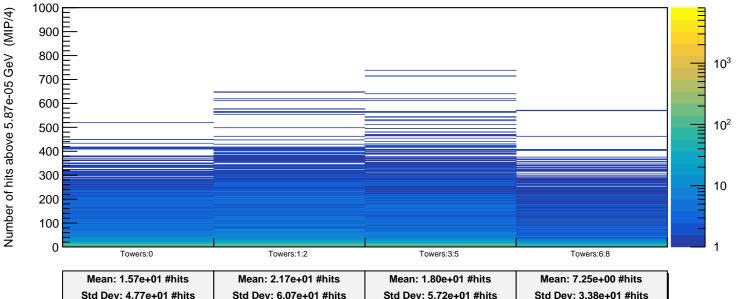
## ScECalEndcap all\_#Nhits Layers 20:29





events: 1.00e+04

events: 1.00e+04

events: 1.00e+04

events: 1.00e+04