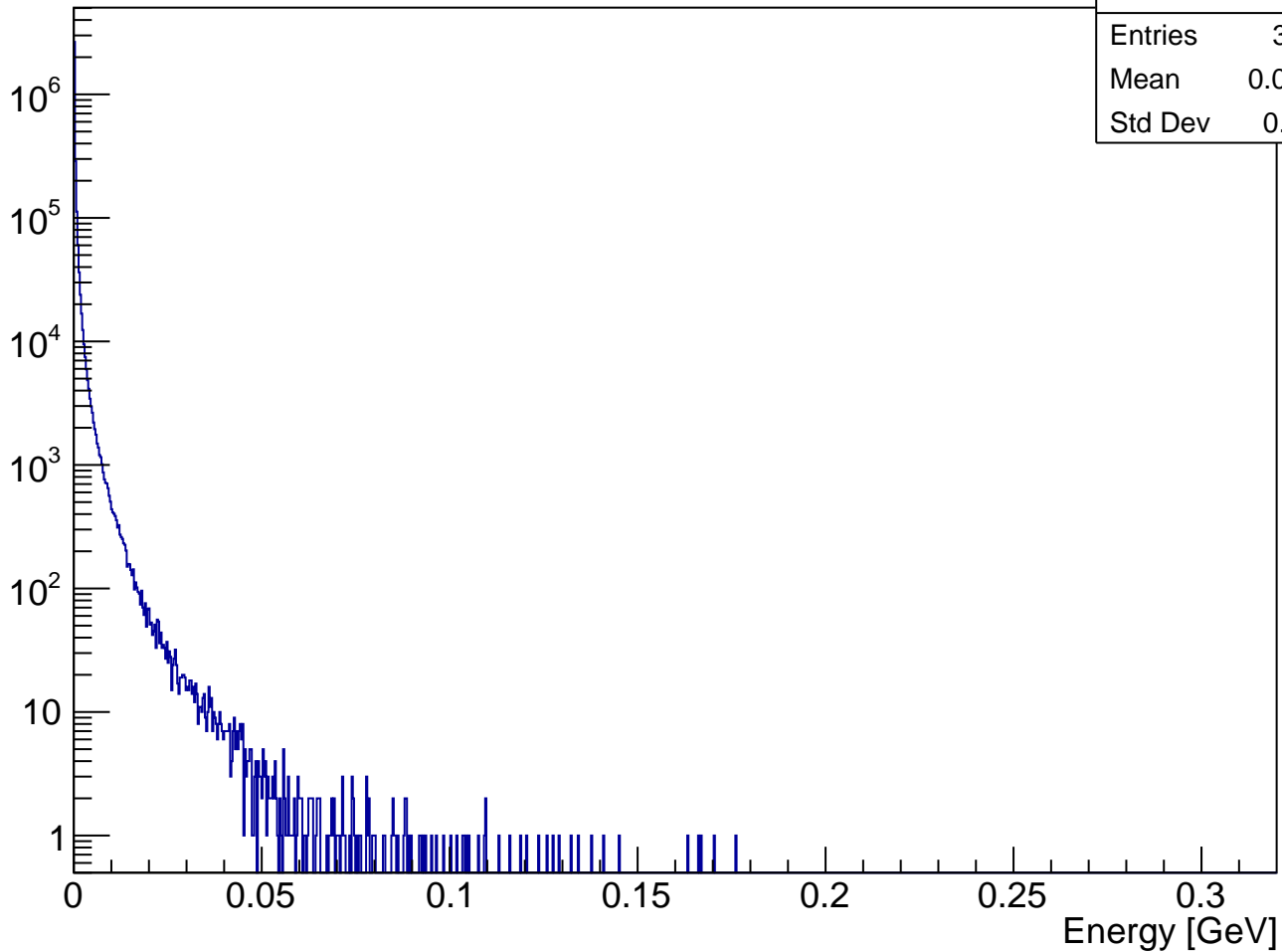


# ScECalEndcap\_T0\_L20:29

Number of hits



Energy [GeV]