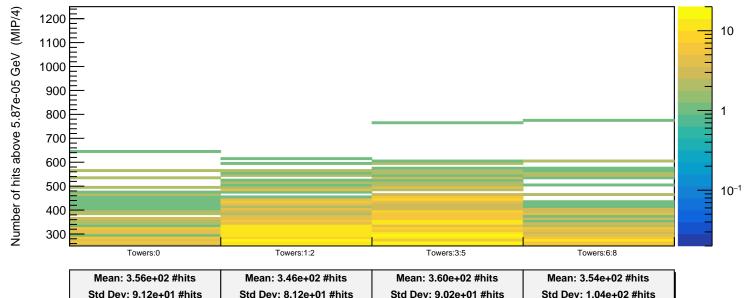
ScECalEndcap high_#Nhits Layers 10:19





events: 2.06e+02

events: 8.50e+01

events: 1.77e+02

events: 6.20e+01