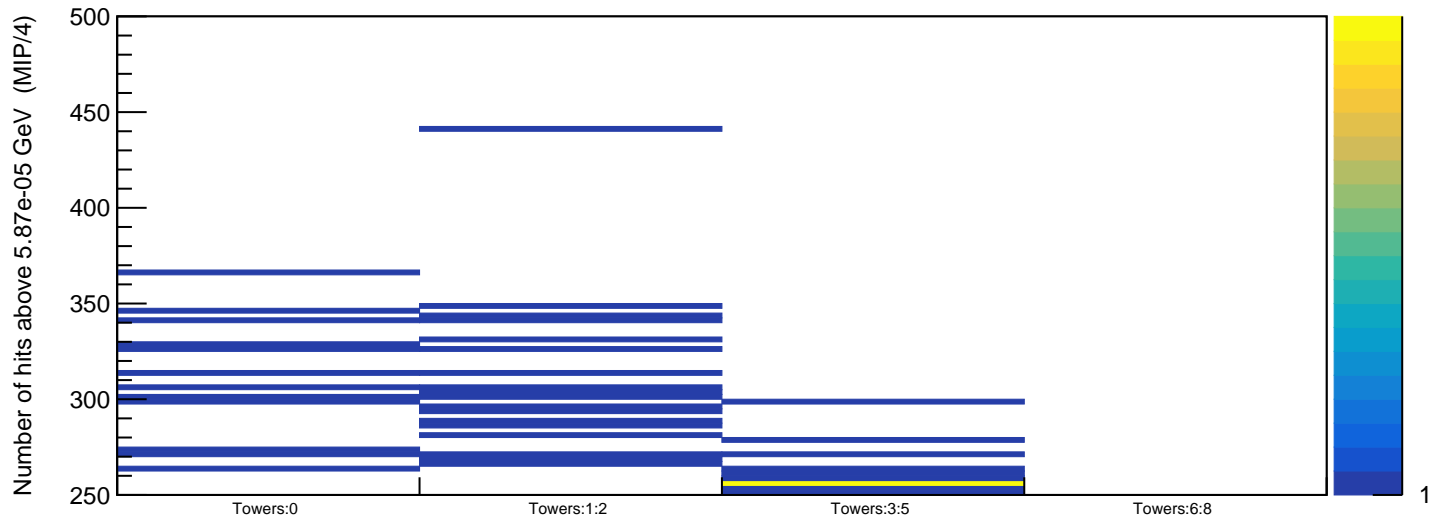


# ScECalEndcap high\_#Nhits Layers 20:29

Number of Events



1