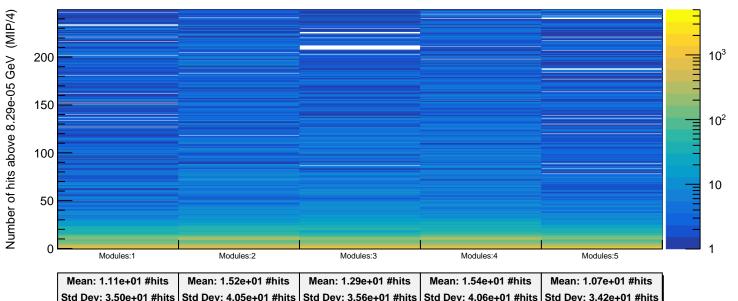
ScECALBarrel low_#Nhits Layers 0:9





events: 9.74e+03

events: 9.72e+03

events: 9.66e+03

events: 9.67e+03

events: 9.74e+03