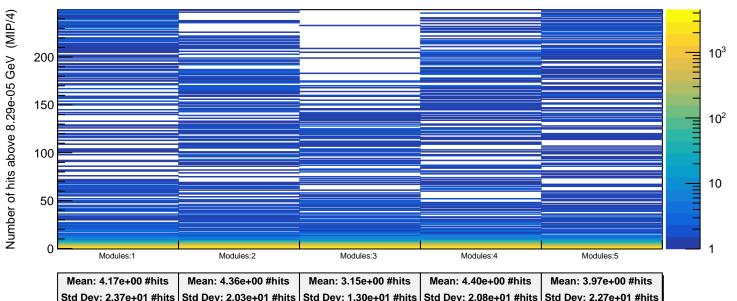
ScECALBarrel low_#Nhits Layers 0:9





events: 9.98e+03

events: 9.97e+03

events: 9.82e+03

events: 9.82e+03

events: 9.96e+03