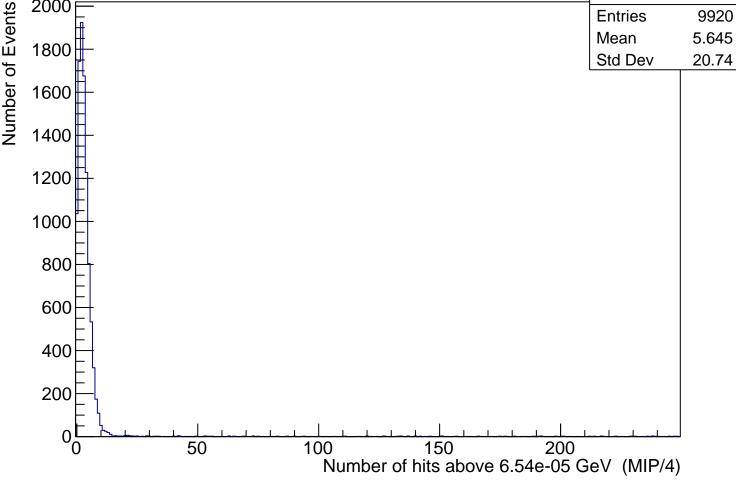
## ScECALBarrel\_M2\_L0:9



ScECALBarrel\_M2\_L0:9\_#hits