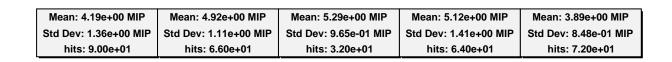
## ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9 Number of hits

Modules:4

Modules:5



Modules:3

MP

Modules:1

Modules:2