Averaged SCD over each target with respect to the flank lenght

Legend:
- strong_right_mESC_uC
- weak_right_mESC_uC
- strong_left_mESC_uC
- weak_left_mESC_uC
- strong_divergent_mESC_uC
- weak_divergent_mESC_uC
- strong_convergent_mESC_uC
- weak_convergent_mESC_uC
- strong_right_mESC
- weak_right_mESC
- strong_left_mESC
- weak_left_mESC
- strong_divergent_mESC
- weak_divergent_mESC
- strong_convergent_mESC
- weak_convergent_mESC
- strong_right_CN
- weak_right_CN
- strong_left_CN
- weak_left_CN
- strong_divergent_CN
- weak_divergent_CN
- strong_convergent_CN
- weak_convergent_CN
- strong_right_ncx_CN
- weak_right_ncx_CN
- strong_left_ncx_CN
- weak_left_ncx_CN
- strong_divergent_ncx_CN
- weak_divergent_ncx_CN
- strong_convergent_ncx_CN
- weak_convergent_ncx_CN
- strong_right_NPC
- weak_right_NPC
- strong_left_NPC
- weak_left_NPC
- strong_divergent_NPC
- weak_divergent_NPC
- strong_convergent_NPC
- weak_convergent_NPC
- strong_right_ncx_NPC
- weak_right_ncx_NPC
- strong_left_ncx_NPC
- weak_left_ncx_NPC
- strong_divergent_ncx_NPC
- weak_divergent_ncx_NPC
- strong_convergent_ncx_NPC
- weak_convergent_ncx_NPC