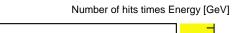
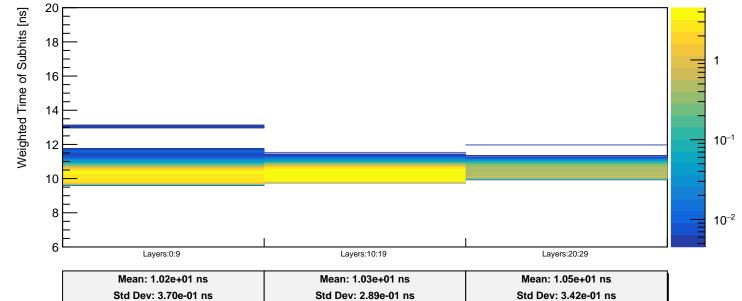
## ScECalEndcap time Towers 6:8





hits: 1.87e+02 hits: 2.49e+02 hits: 3.01e+01