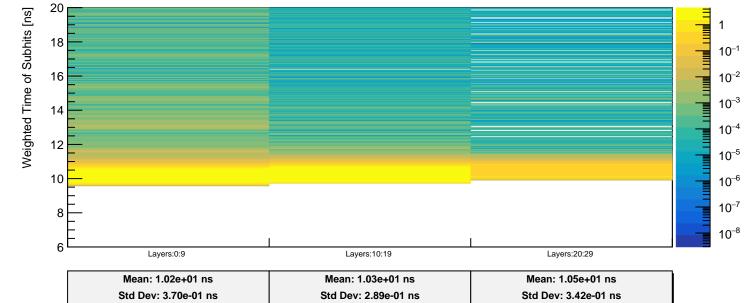
## ScECalEndcap time Towers 6:8

Number of hits times Energy [GeV]

hits\*energy [GeV]: 3.01e+01



hits\*energy [GeV]: 2.49e+02

hits\*energy [GeV]: 1.87e+02