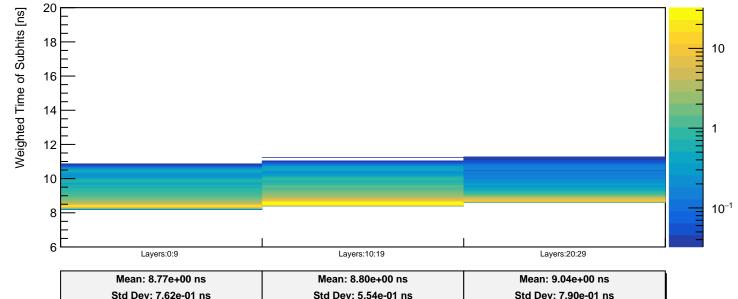
## ScECalEndcap time Towers 0





hits: 3.65e+02 hits: 7.03e+02 hits: 2.09e+02