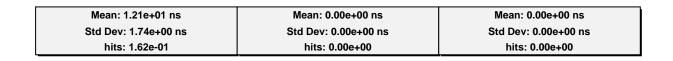
ScECalEndcap time Towers 6:8





Layers:10:19

Layers:20:29

6

Layers:0:9