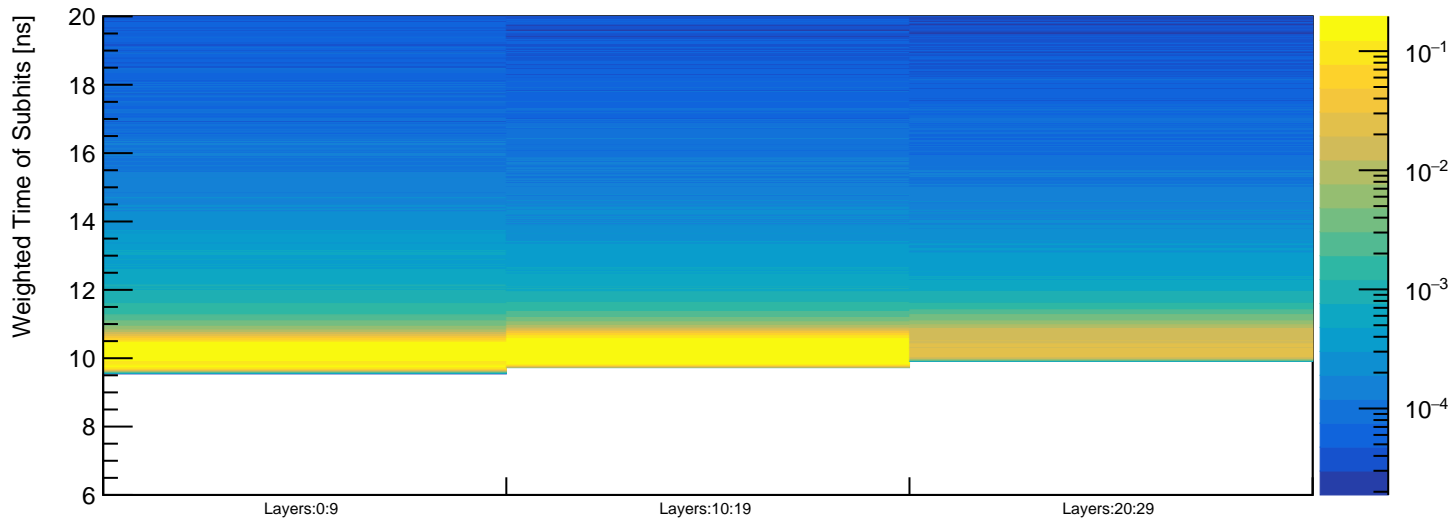


# ScECalEndcap time Towers 6:8

Number of hits times Energy [GeV] per second



Mean: 1.02e+01 ns

Std Dev: 5.69e-01 ns

hits\*energy [GeV]/second: 9.51e+00

Mean: 1.03e+01 ns

Std Dev: 5.23e-01 ns

hits\*energy [GeV]/second: 1.05e+01

Mean: 1.07e+01 ns

Std Dev: 1.04e+00 ns

hits\*energy [GeV]/second: 1.58e+00