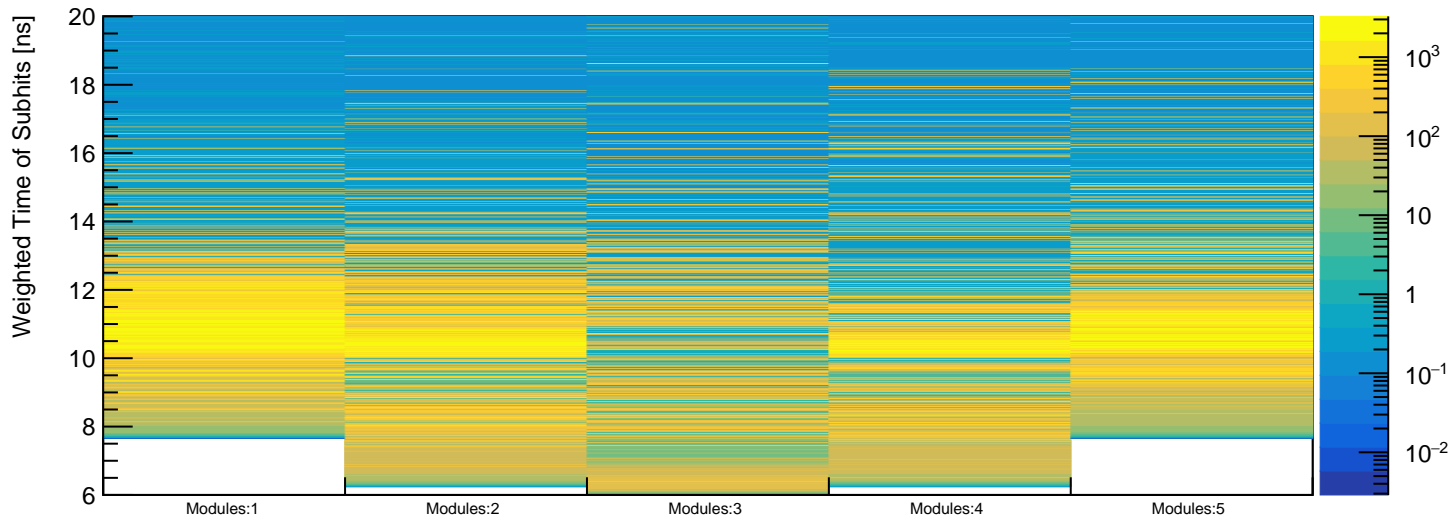


# ScECALBarrel time Layers 0:9

Number of hits times Energy [GeV] per second



Mean: 1.11e+01 ns Std Dev: 1.18e+00 ns	Mean: 1.05e+01 ns Std Dev: 1.67e+00 ns	Mean: 1.05e+01 ns Std Dev: 2.58e+00 ns	Mean: 1.06e+01 ns Std Dev: 2.16e+00 ns	Mean: 1.10e+01 ns Std Dev: 1.41e+00 ns
hits*energy [GeV]/second: 1.28e+05	hits*energy [GeV]/second: 1.20e+05	hits*energy [GeV]/second: 1.18e+05	hits*energy [GeV]/second: 1.15e+05	hits*energy [GeV]/second: 2.27e+05