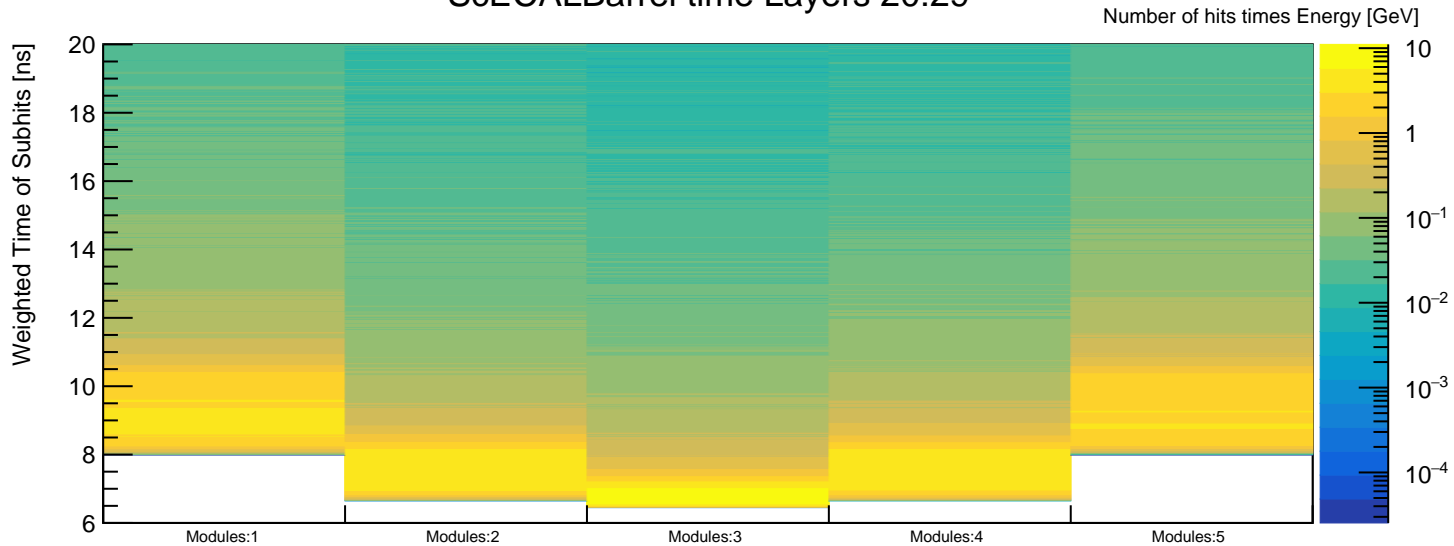


# ScECALBarrel time Layers 20:29



Mean: 9.80e+00 ns Std Dev: 1.58e+00 ns hits*energy [GeV]: 5.37e+02	Mean: 8.03e+00 ns Std Dev: 1.54e+00 ns hits*energy [GeV]: 5.00e+02	Mean: 7.29e+00 ns Std Dev: 1.48e+00 ns hits*energy [GeV]: 4.84e+02	Mean: 8.04e+00 ns Std Dev: 1.53e+00 ns hits*energy [GeV]: 5.08e+02	Mean: 9.80e+00 ns Std Dev: 1.59e+00 ns hits*energy [GeV]: 5.13e+02
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