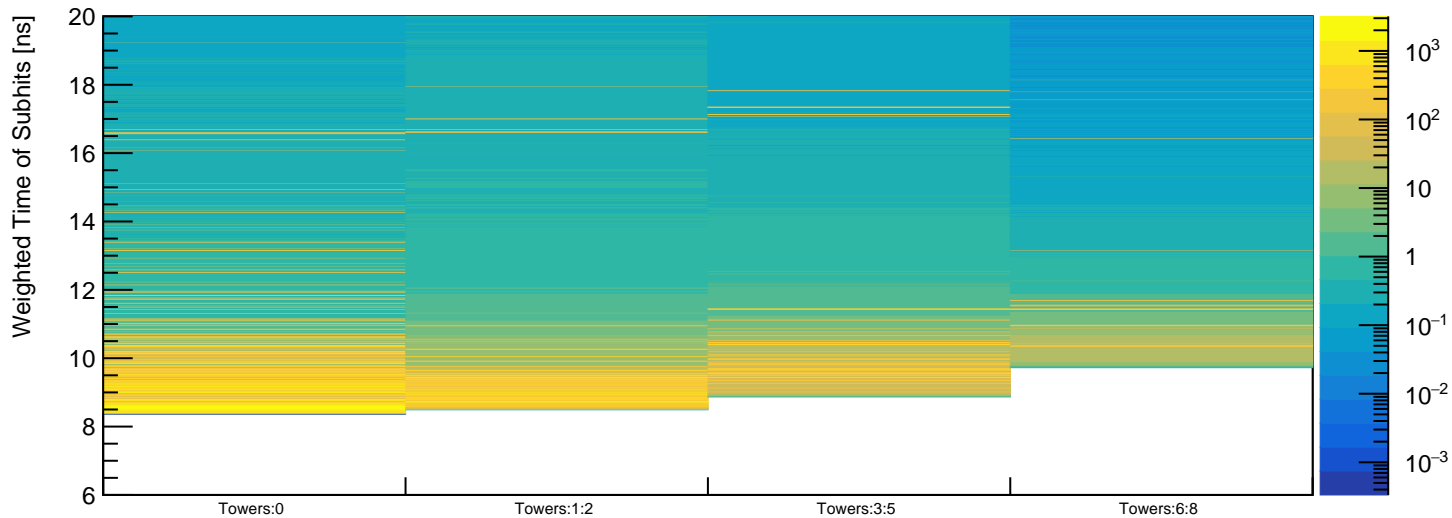


# ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV] per second



Mean: 9.37e+00 ns Std Dev: 1.19e+00 ns hits*energy [GeV]/second: 7.92e+03	Mean: 9.43e+00 ns Std Dev: 1.33e+00 ns hits*energy [GeV]/second: 3.44e+03	Mean: 1.04e+01 ns Std Dev: 1.97e+00 ns hits*energy [GeV]/second: 1.89e+03	Mean: 1.14e+01 ns Std Dev: 1.80e+00 ns hits*energy [GeV]/second: 4.78e+03
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