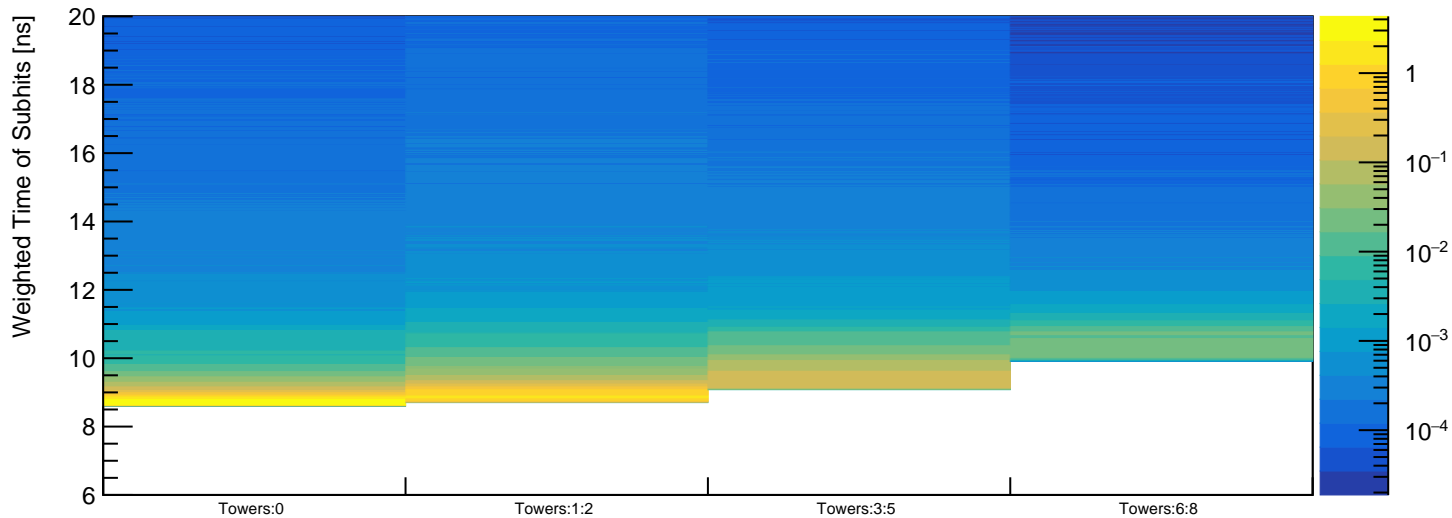


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV] per second



Mean: 8.82e+00 ns Std Dev: 3.27e-01 ns hits*energy [GeV]/second: 6.88e+01	Mean: 9.06e+00 ns Std Dev: 5.12e-01 ns hits*energy [GeV]/second: 3.51e+01	Mean: 9.71e+00 ns Std Dev: 7.81e-01 ns hits*energy [GeV]/second: 9.33e+00	Mean: 1.07e+01 ns Std Dev: 1.04e+00 ns hits*energy [GeV]/second: 1.58e+00
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