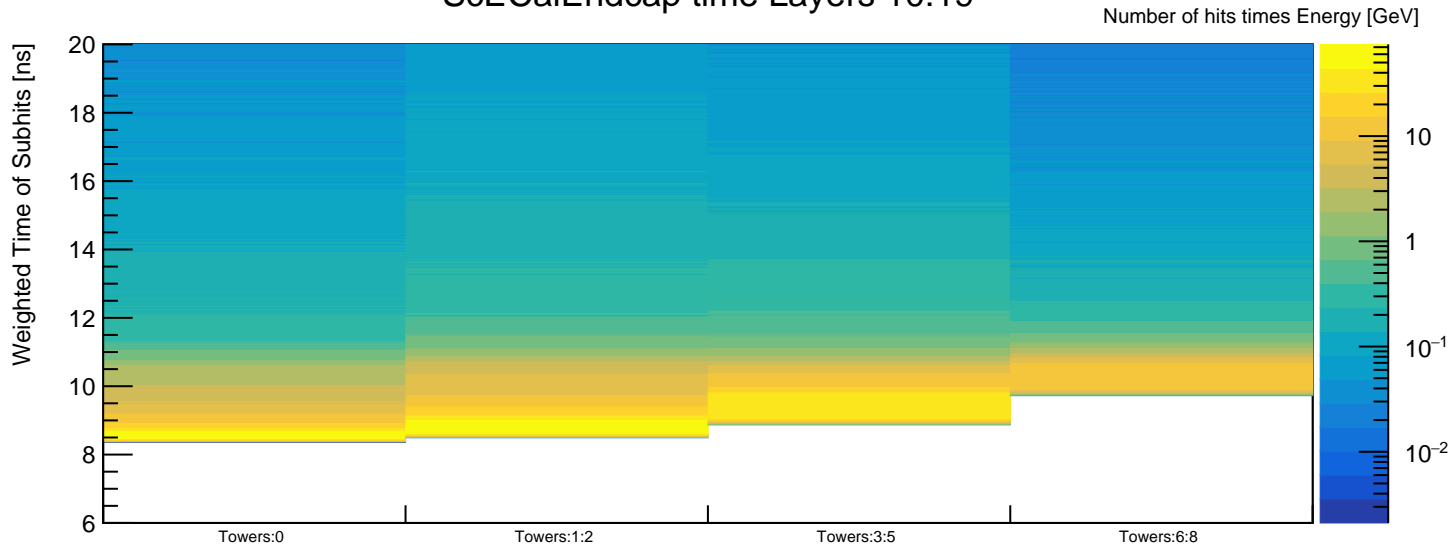


# ScECalEndcap time Layers 10:19



Mean: 9.10e+00 ns Std Dev: 1.13e+00 ns hits*energy [GeV]: 2.34e+03	Mean: 9.32e+00 ns Std Dev: 1.11e+00 ns hits*energy [GeV]: 3.55e+03	Mean: 9.81e+00 ns Std Dev: 1.02e+00 ns hits*energy [GeV]: 2.91e+03	Mean: 1.06e+01 ns Std Dev: 1.02e+00 ns hits*energy [GeV]: 1.00e+03
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