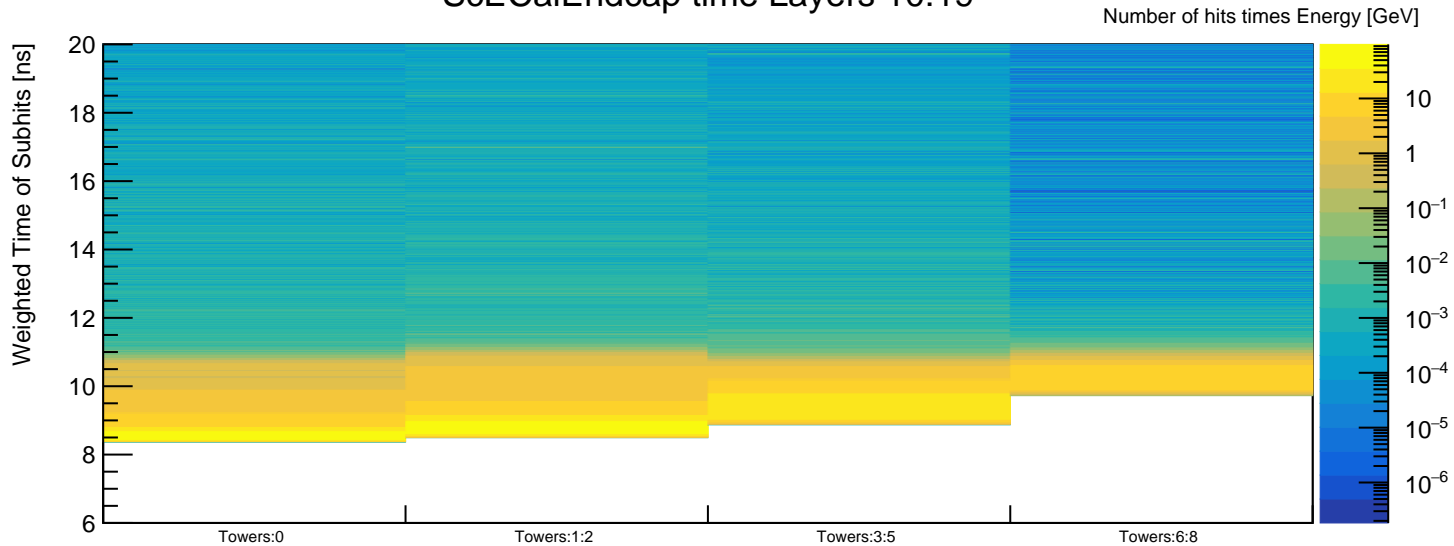


# ScECalEndcap time Layers 10:19



Mean: 8.75e+00 ns Std Dev: 4.05e-01 ns hits*energy [GeV]: 2.01e+03	Mean: 9.02e+00 ns Std Dev: 4.65e-01 ns hits*energy [GeV]: 2.24e+03	Mean: 9.55e+00 ns Std Dev: 4.00e-01 ns hits*energy [GeV]: 1.36e+03	Mean: 1.03e+01 ns Std Dev: 2.86e-01 ns hits*energy [GeV]: 3.90e+02
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