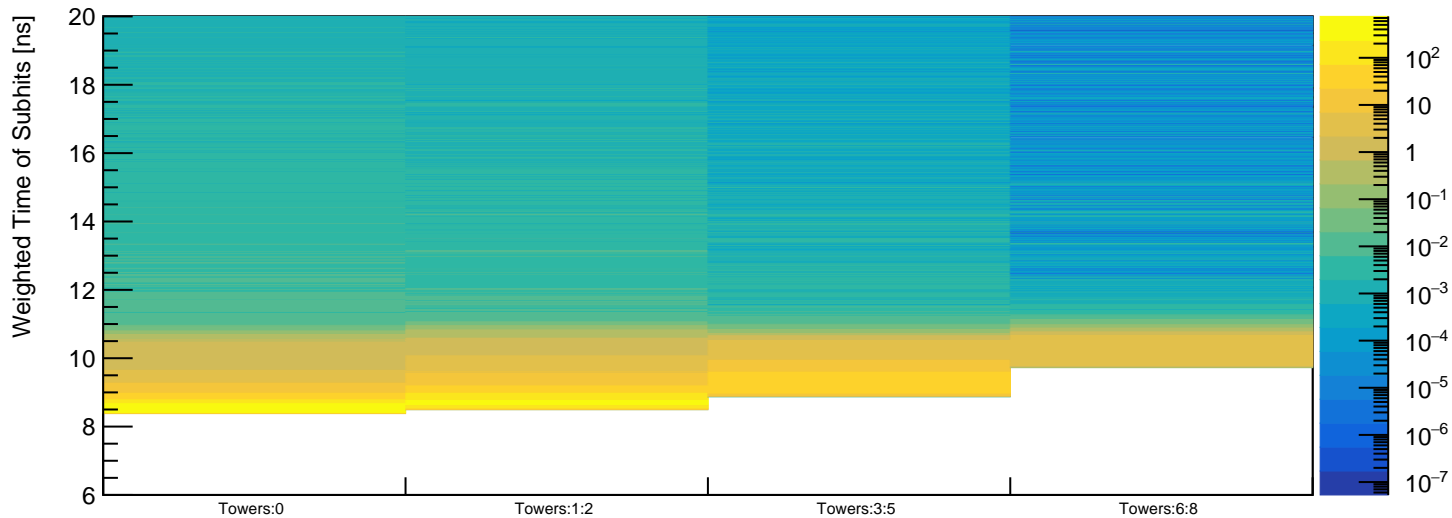


# ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV]



<b>Mean: 8.61e+00 ns</b> <b>Std Dev: 2.06e-01 ns</b> <b>hits*energy [GeV]: 1.33e+04</b>	<b>Mean: 8.84e+00 ns</b> <b>Std Dev: 2.84e-01 ns</b> <b>hits*energy [GeV]: 7.43e+03</b>	<b>Mean: 9.43e+00 ns</b> <b>Std Dev: 3.69e-01 ns</b> <b>hits*energy [GeV]: 2.12e+03</b>	<b>Mean: 1.02e+01 ns</b> <b>Std Dev: 2.90e-01 ns</b> <b>hits*energy [GeV]: 3.23e+02</b>
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