ScECalEndcap time Layers 0:9 Number of hits times Energy [GeV] per second 20 Weighted Time of Subhits [ns] 10 18 16 10^{-1} 14 10^{-2} 12 10^{-3} 10 8 10^{-4} 6 Towers:0 Towers:1:2 Towers:3:5 Towers:6:8 Mean: 8.48e+00 ns Mean: 8.76e+00 ns Mean: 9.40e+00 ns Mean: 1.02e+01 ns Std Dev: 3.44e-01 ns Std Dev: 4.94e-01 ns Std Dev: 5.85e-01 ns Std Dev: 5.69e-01 ns

hits*energy [GeV]/second: 4.34e+01

hits*energy [GeV]/second: 9.51e+00

hits*energy [GeV]/second: 1.19e+02

hits*energy [GeV]/second: 2.00e+02