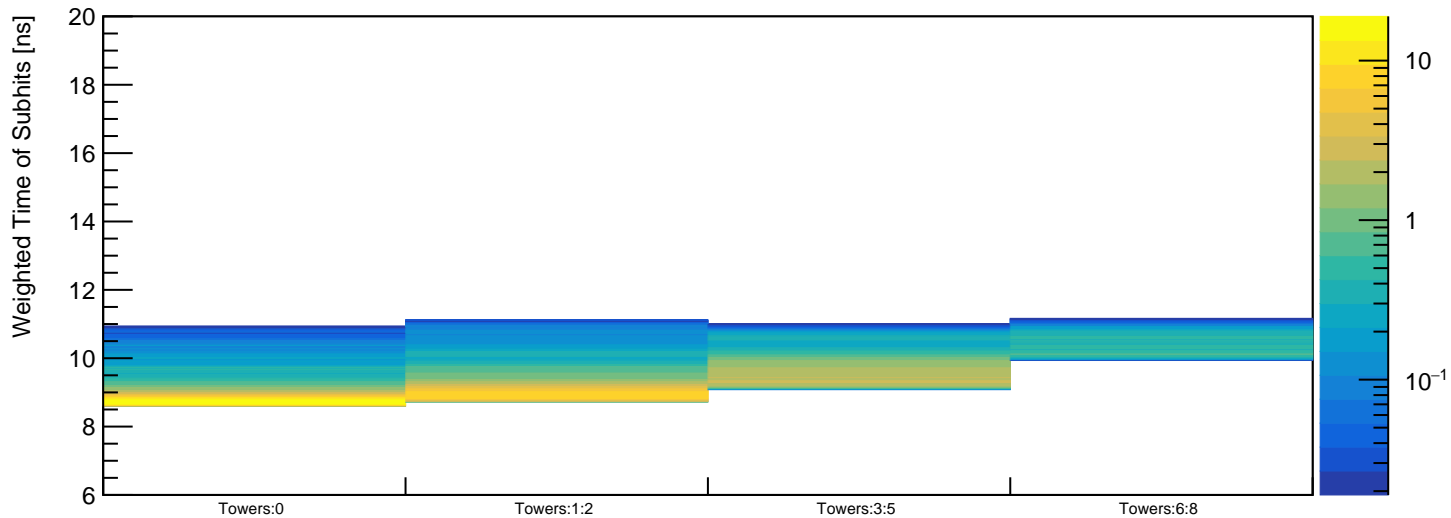


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



<b>Mean: 8.87e+00 ns</b> <b>Std Dev: 3.33e-01 ns</b> <b>hits: 3.66e+02</b>	<b>Mean: 9.15e+00 ns</b> <b>Std Dev: 4.13e-01 ns</b> <b>hits: 2.80e+02</b>	<b>Mean: 9.68e+00 ns</b> <b>Std Dev: 4.18e-01 ns</b> <b>hits: 1.41e+02</b>	<b>Mean: 1.05e+01 ns</b> <b>Std Dev: 3.42e-01 ns</b> <b>hits: 3.01e+01</b>
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