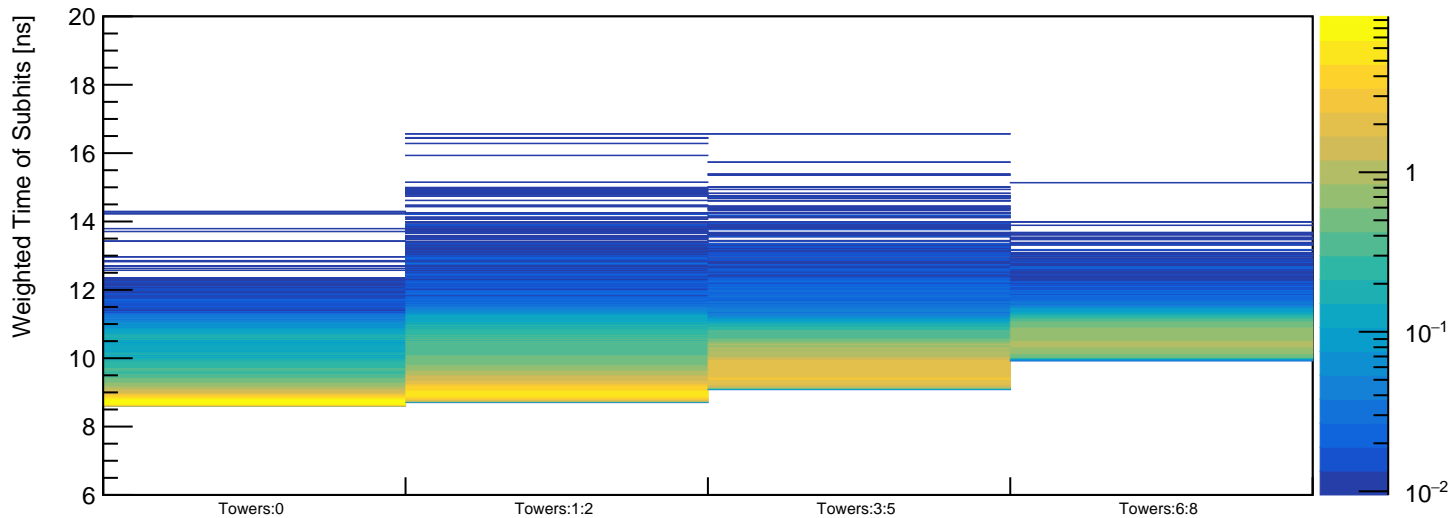


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



**Mean: 9.04e+00 ns**

**Std Dev: 7.90e-01 ns**

**hits: 2.09e+02**

**Mean: 9.41e+00 ns**

**Std Dev: 9.15e-01 ns**

**hits: 2.38e+02**

**Mean: 9.94e+00 ns**

**Std Dev: 9.40e-01 ns**

**hits: 1.76e+02**

**Mean: 1.08e+01 ns**

**Std Dev: 9.80e-01 ns**

**hits: 6.37e+01**