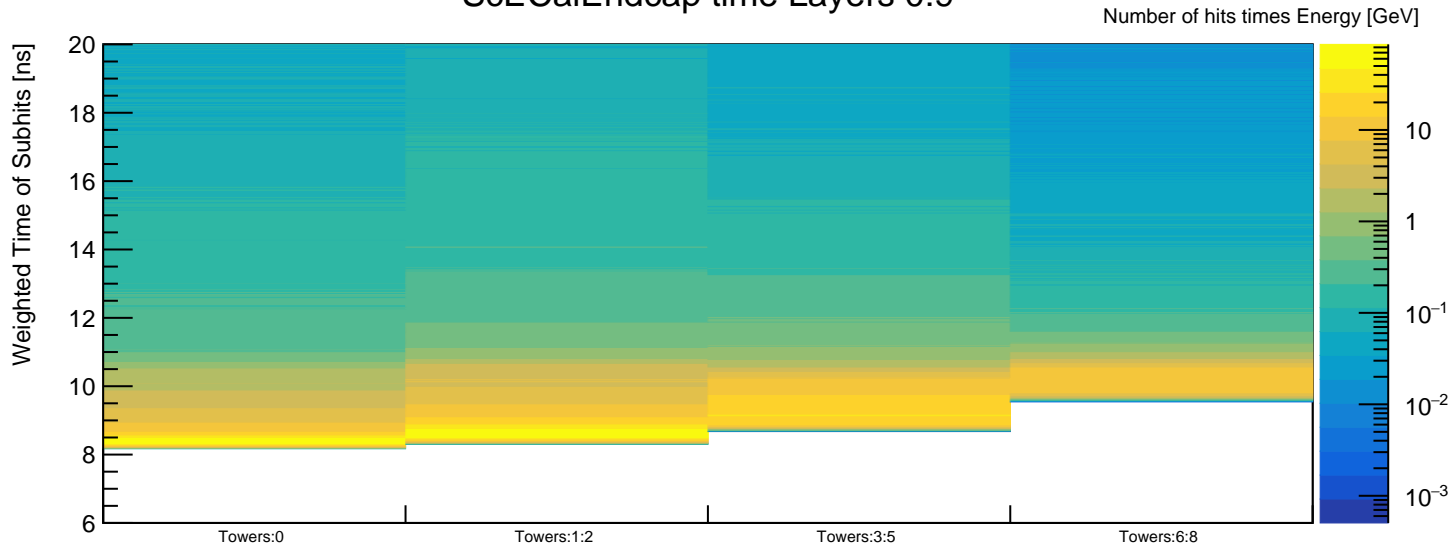


# ScECalEndcap time Layers 0:9



Mean: 8.94e+00 ns Std Dev: 1.30e+00 ns hits*energy [GeV]: 2.04e+03	Mean: 9.23e+00 ns Std Dev: 1.30e+00 ns hits*energy [GeV]: 2.63e+03	Mean: 9.71e+00 ns Std Dev: 1.11e+00 ns hits*energy [GeV]: 2.10e+03	Mean: 1.05e+01 ns Std Dev: 9.86e-01 ns hits*energy [GeV]: 8.07e+02
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