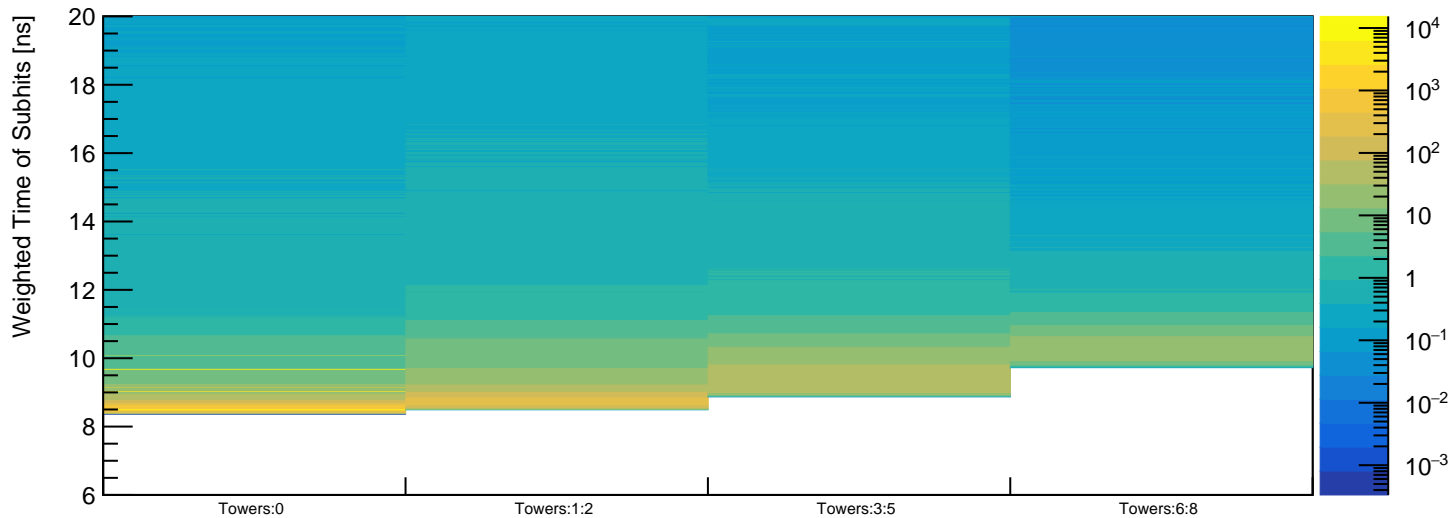


# ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV] per second



<b>Mean: 9.16e+00 ns</b> <b>Std Dev: 7.40e-01 ns</b> <b>hits/second: 5.94e+04</b>	<b>Mean: 9.18e+00 ns</b> <b>Std Dev: 1.20e+00 ns</b> <b>hits/second: 8.58e+03</b>	<b>Mean: 9.91e+00 ns</b> <b>Std Dev: 1.28e+00 ns</b> <b>hits/second: 4.34e+03</b>	<b>Mean: 1.08e+01 ns</b> <b>Std Dev: 1.23e+00 ns</b> <b>hits/second: 1.37e+03</b>
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