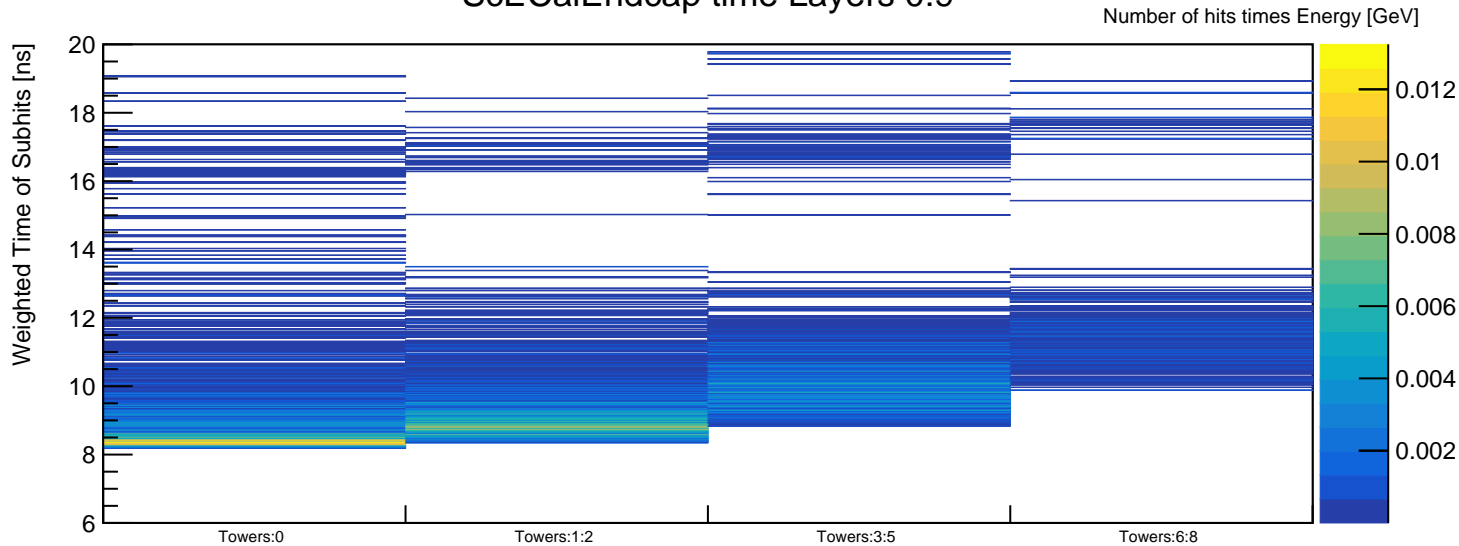


# ScECalEndcap time Layers 0:9



Mean: 9.12e+00 ns Std Dev: 1.31e+00 ns hits*energy [GeV]: 4.64e-01	Mean: 9.45e+00 ns Std Dev: 1.30e+00 ns hits*energy [GeV]: 4.86e-01	Mean: 1.05e+01 ns Std Dev: 1.70e+00 ns hits*energy [GeV]: 3.66e-01	Mean: 1.17e+01 ns Std Dev: 1.69e+00 ns hits*energy [GeV]: 1.02e-01
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