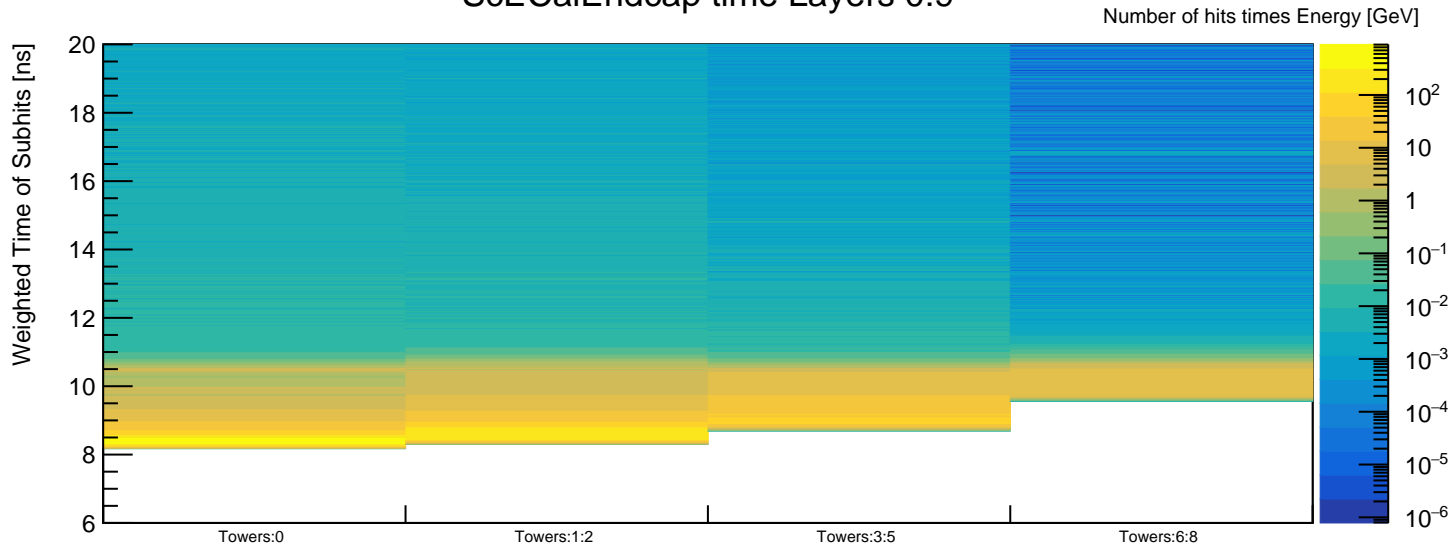


# ScECalEndcap time Layers 0:9



<b>Mean: 8.48e+00 ns</b> <b>Std Dev: 2.56e-01 ns</b> <b>hits*energy [GeV]: 1.19e+04</b>	<b>Mean: 8.74e+00 ns</b> <b>Std Dev: 3.48e-01 ns</b> <b>hits*energy [GeV]: 7.62e+03</b>	<b>Mean: 9.37e+00 ns</b> <b>Std Dev: 4.22e-01 ns</b> <b>hits*energy [GeV]: 2.56e+03</b>	<b>Mean: 1.01e+01 ns</b> <b>Std Dev: 3.02e-01 ns</b> <b>hits*energy [GeV]: 5.24e+02</b>
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