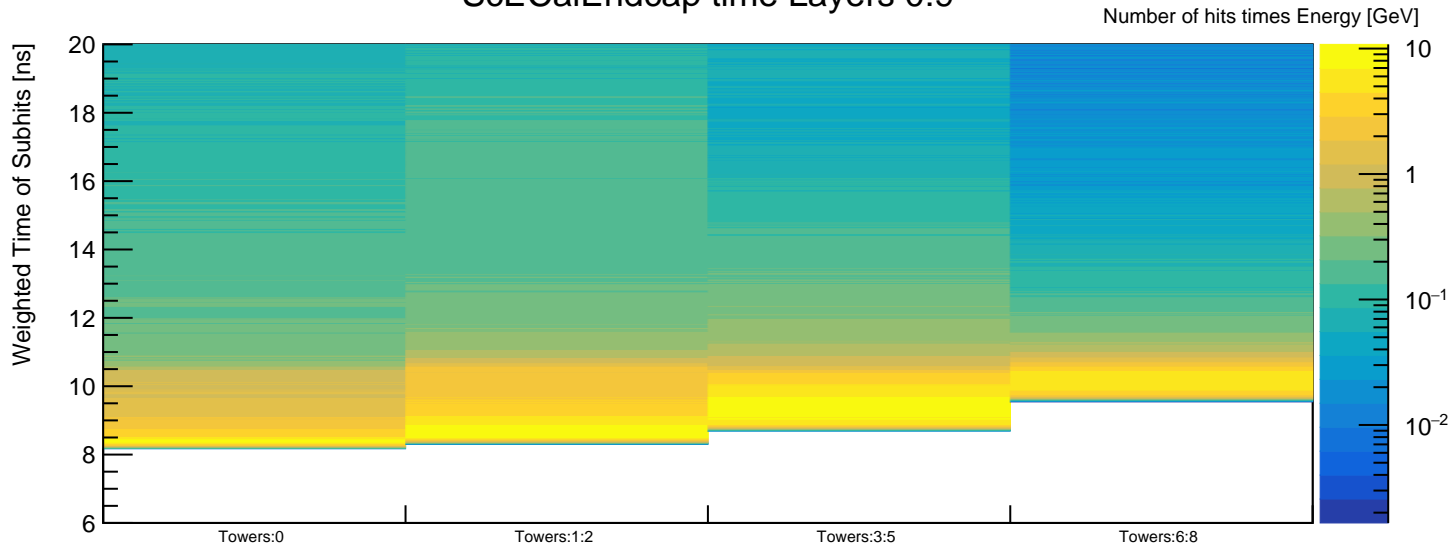


# ScECalEndcap time Layers 0:9



Mean: 1.01e+01 ns Std Dev: 2.52e+00 ns hits*energy [GeV]: 4.66e+02	Mean: 1.00e+01 ns Std Dev: 2.19e+00 ns hits*energy [GeV]: 8.12e+02	Mean: 1.01e+01 ns Std Dev: 1.58e+00 ns hits*energy [GeV]: 8.55e+02	Mean: 1.06e+01 ns Std Dev: 1.23e+00 ns hits*energy [GeV]: 4.10e+02
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