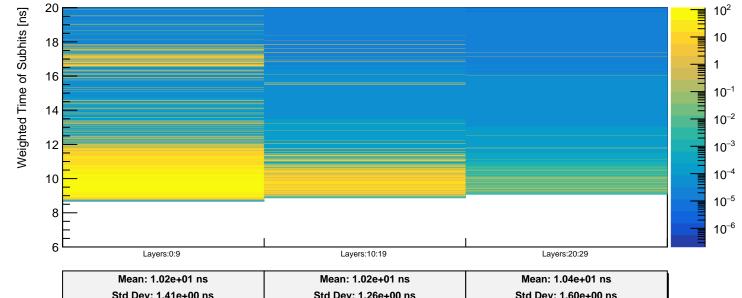
## ScECalEndcap time Towers 3:5

Number of hits times Energy [GeV] per second



Std Dev: 1.41e+00 ns hits\*energy [GeV]/second: 9.75e+03

Std Dev: 1.26e+00 ns hits\*energy [GeV]/second: 1.10e+03

Std Dev: 1.60e+00 ns hits\*energy [GeV]/second: 5.05e+01