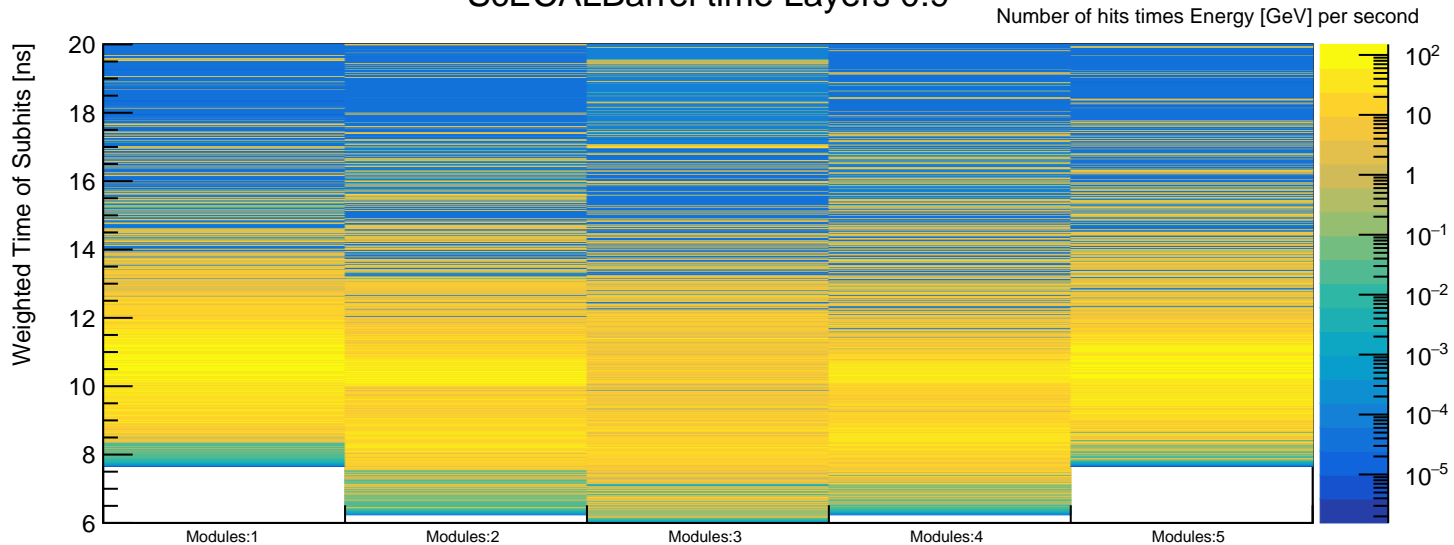


# ScECALBarrel time Layers 0:9



Mean: 1.09e+01 ns Std Dev: 1.36e+00 ns	Mean: 1.03e+01 ns Std Dev: 1.84e+00 ns	Mean: 1.02e+01 ns Std Dev: 2.50e+00 ns	Mean: 1.00e+01 ns Std Dev: 1.89e+00 ns	Mean: 1.07e+01 ns Std Dev: 1.45e+00 ns
hits*energy [GeV]/second: 1.02e+04	hits*energy [GeV]/second: 1.02e+04	hits*energy [GeV]/second: 1.02e+04	hits*energy [GeV]/second: 1.02e+04	hits*energy [GeV]/second: 1.02e+04