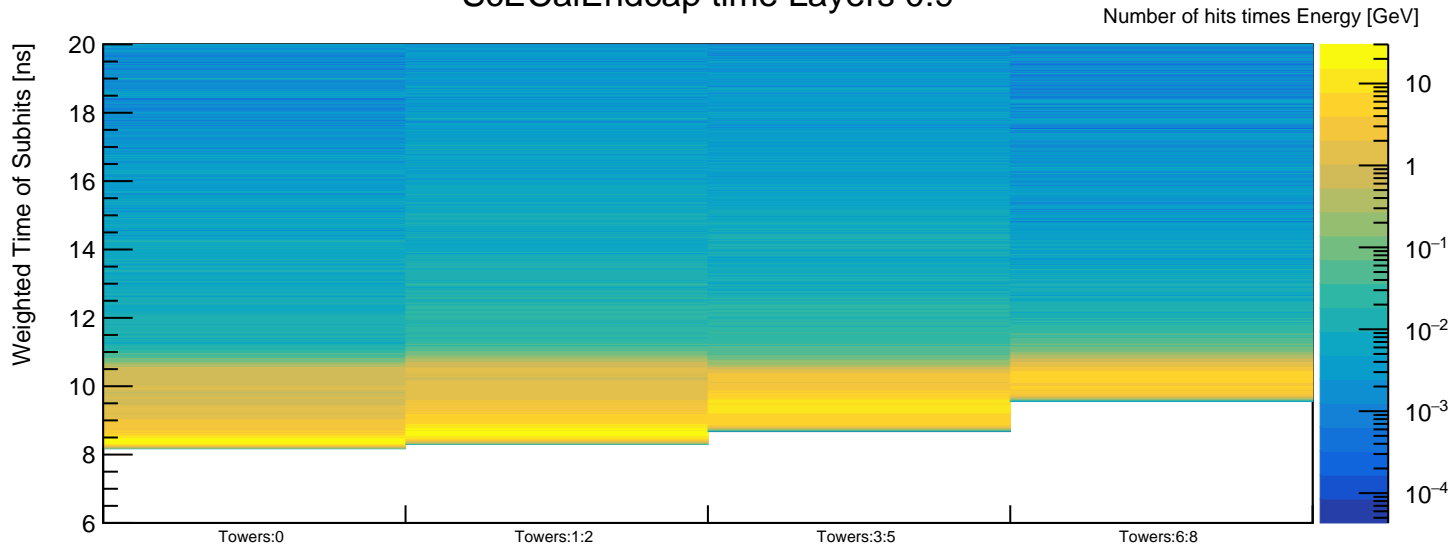


# ScECalEndcap time Layers 0:9



Mean: 8.77e+00 ns Std Dev: 7.09e-01 ns hits*energy [GeV]: 6.09e+02	Mean: 9.04e+00 ns Std Dev: 7.25e-01 ns hits*energy [GeV]: 7.52e+02	Mean: 9.54e+00 ns Std Dev: 6.17e-01 ns hits*energy [GeV]: 6.62e+02	Mean: 1.03e+01 ns Std Dev: 5.49e-01 ns hits*energy [GeV]: 2.91e+02
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