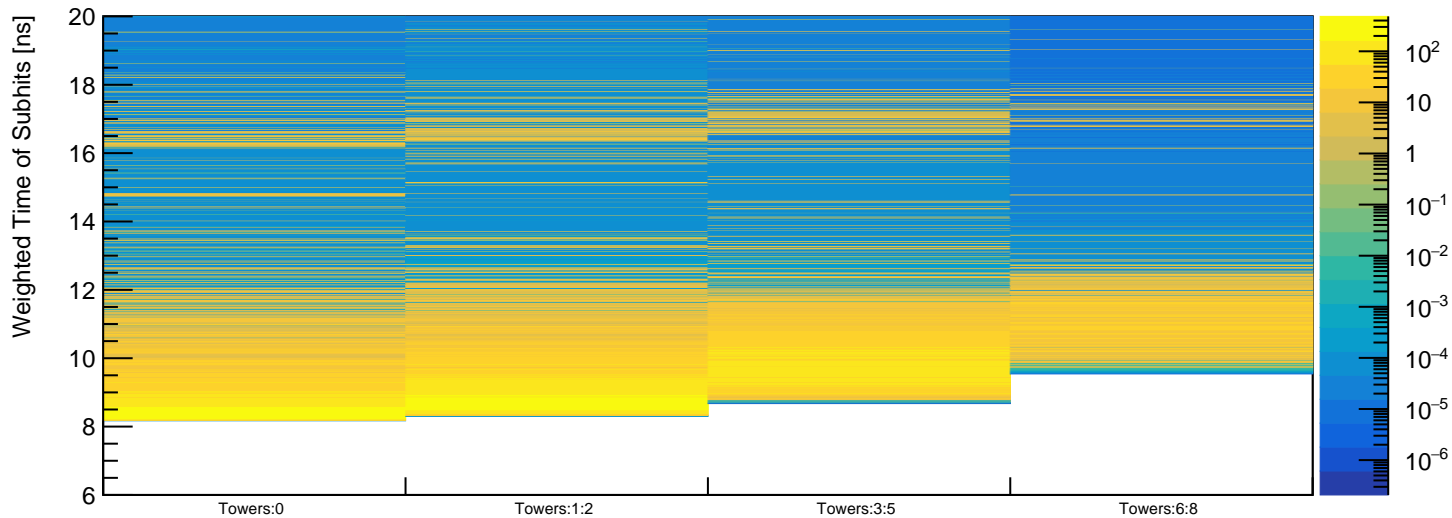


# ScECalEndcap time Layers 0:9

Number of hits times Energy [GeV] per second



Mean: 8.91e+00 ns Std Dev: 1.17e+00 ns	Mean: 9.31e+00 ns Std Dev: 1.24e+00 ns	Mean: 1.02e+01 ns Std Dev: 1.41e+00 ns	Mean: 1.13e+01 ns Std Dev: 1.33e+00 ns
hits*energy [GeV]/second: 1.54e+03	hits*energy [GeV]/second: 1.49e+03	hits*energy [GeV]/second: 9.75e+02	hits*energy [GeV]/second: 2.67e+03