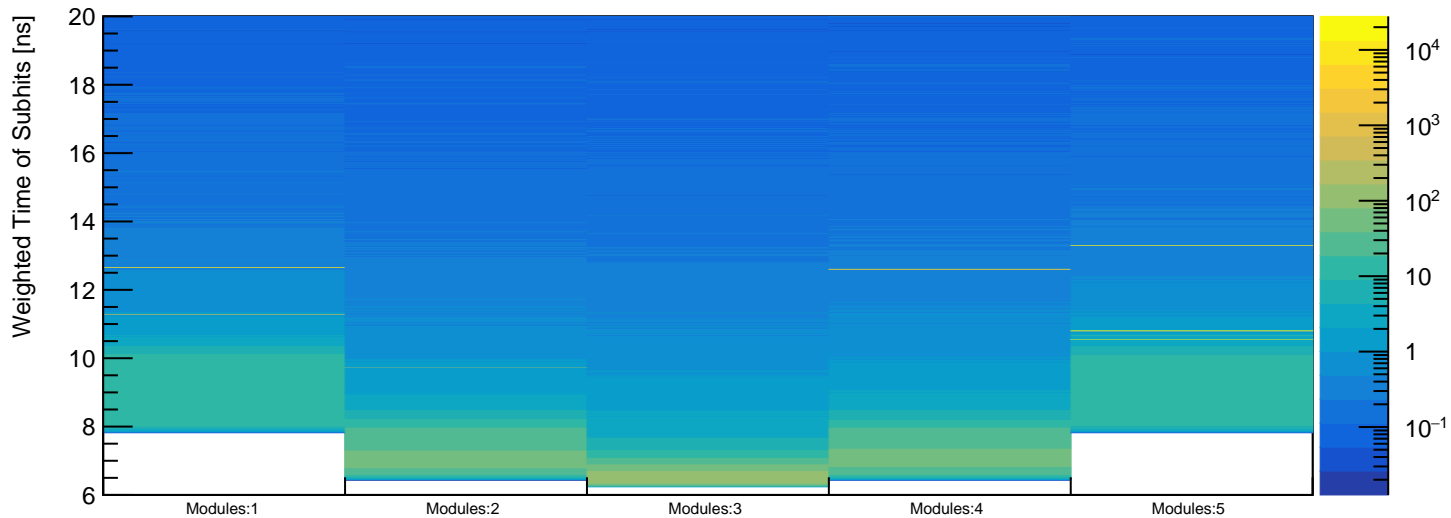


# ScECALBarrel time Layers 10:19

Number of hits times Energy [GeV] per second



<b>Mean: 1.19e+01 ns</b> <b>Std Dev: 1.46e+00 ns</b> <b>hits/second: 1.26e+04</b>	<b>Mean: 8.61e+00 ns</b> <b>Std Dev: 1.45e+00 ns</b> <b>hits/second: 7.86e+03</b>	<b>Mean: 6.96e+00 ns</b> <b>Std Dev: 1.28e+00 ns</b> <b>hits/second: 5.14e+03</b>	<b>Mean: 1.18e+01 ns</b> <b>Std Dev: 1.97e+00 ns</b> <b>hits/second: 2.45e+04</b>	<b>Mean: 1.11e+01 ns</b> <b>Std Dev: 1.06e+00 ns</b> <b>hits/second: 7.42e+04</b>
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