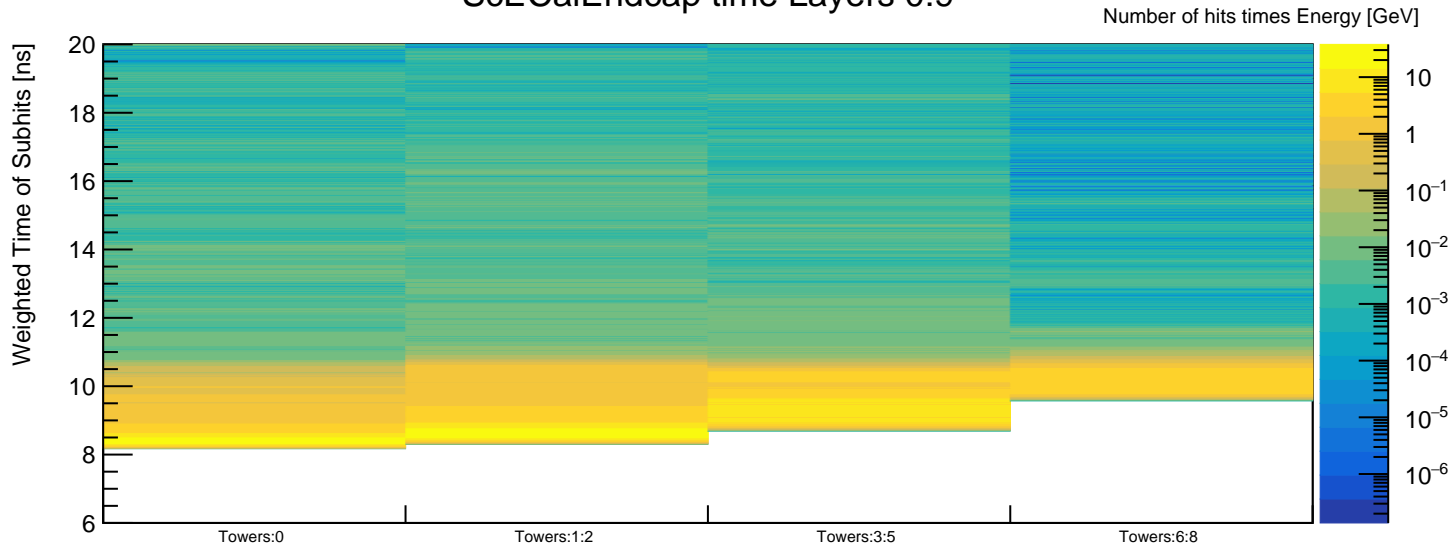


# ScECalEndcap time Layers 0:9



<b>Mean: 8.65e+00 ns</b>	<b>Mean: 8.97e+00 ns</b>	<b>Mean: 9.54e+00 ns</b>	<b>Mean: 1.02e+01 ns</b>
<b>Std Dev: 5.49e-01 ns</b>	<b>Std Dev: 6.39e-01 ns</b>	<b>Std Dev: 5.48e-01 ns</b>	<b>Std Dev: 3.70e-01 ns</b>
<b>hits*energy [GeV]: 6.78e+02</b>	<b>hits*energy [GeV]: 7.70e+02</b>	<b>hits*energy [GeV]: 5.35e+02</b>	<b>hits*energy [GeV]: 1.87e+02</b>