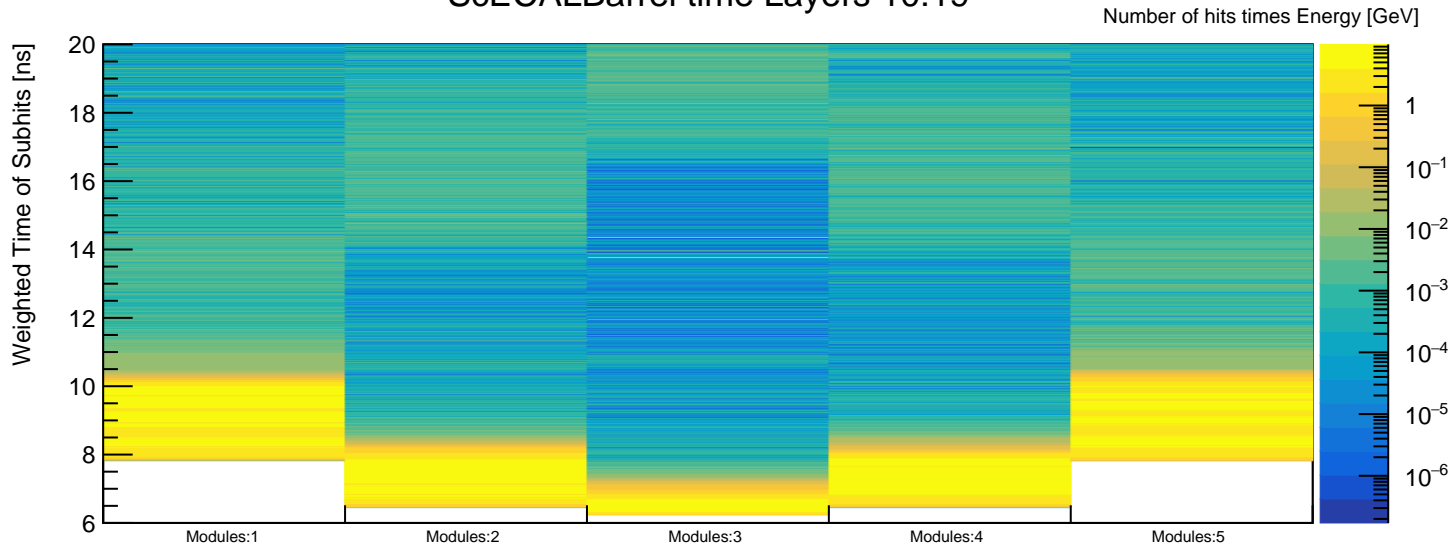


# ScECALBarrel time Layers 10:19



Mean: 9.10e+00 ns Std Dev: 6.48e-01 ns hits*energy [GeV]: 6.32e+01	Mean: 7.35e+00 ns Std Dev: 5.32e-01 ns hits*energy [GeV]: 4.59e+01	Mean: 6.59e+00 ns Std Dev: 5.06e-01 ns hits*energy [GeV]: 2.58e+01	Mean: 7.34e+00 ns Std Dev: 5.32e-01 ns hits*energy [GeV]: 4.44e+01	Mean: 9.08e+00 ns Std Dev: 6.74e-01 ns hits*energy [GeV]: 6.37e+02
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