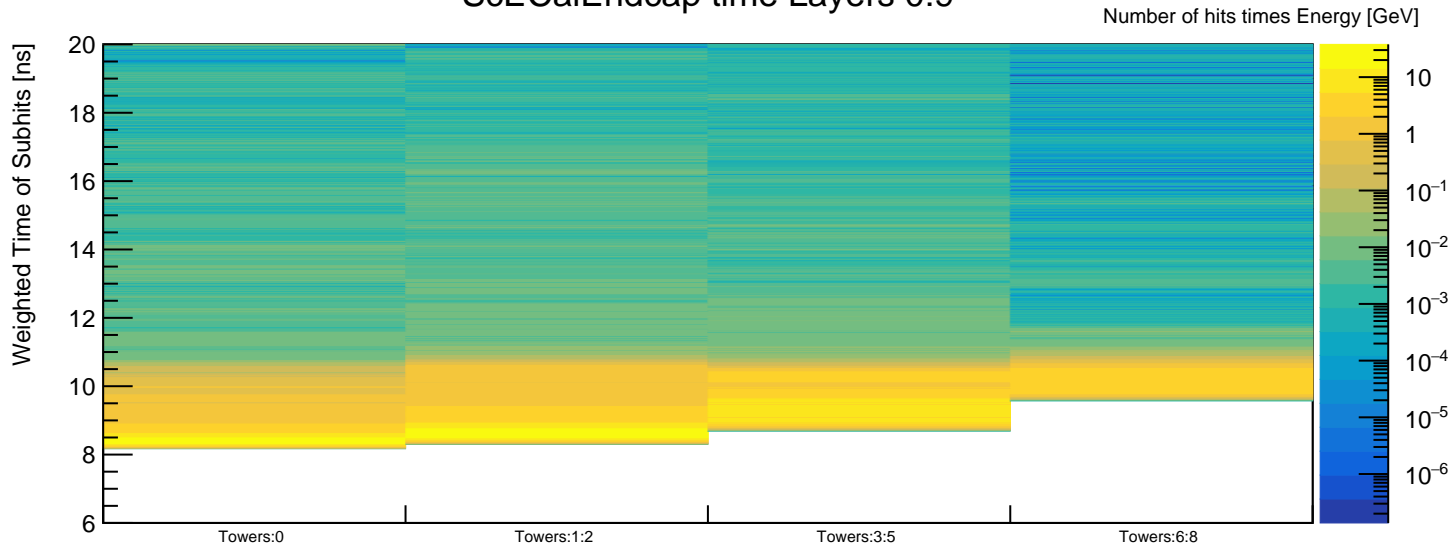


# ScECalEndcap time Layers 0:9



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