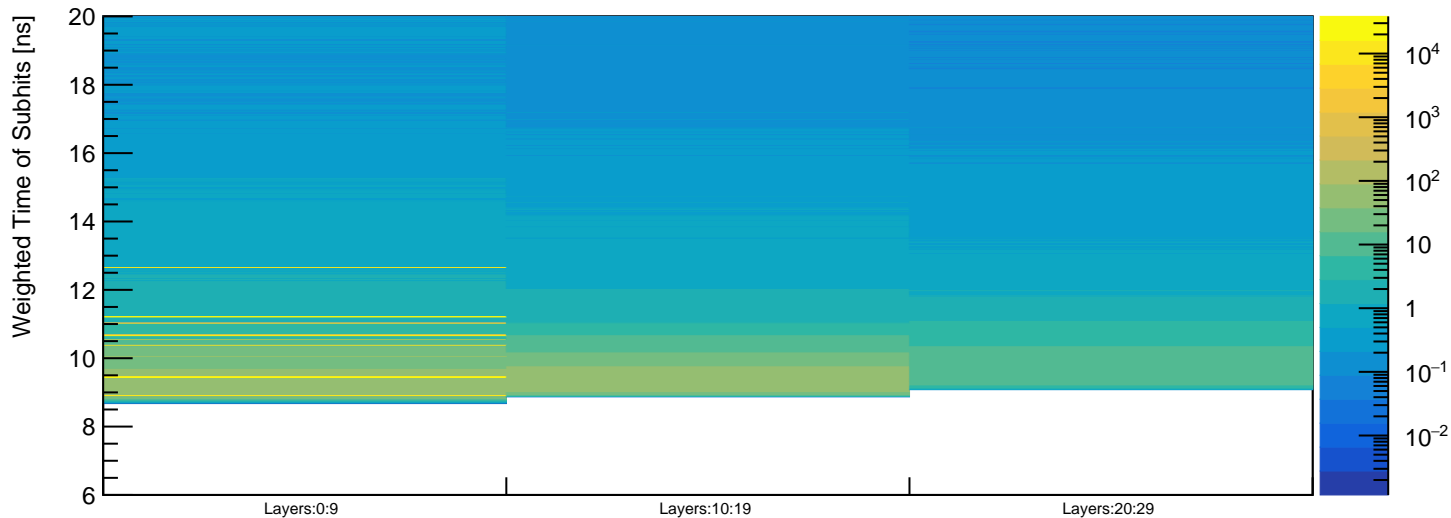


# ScECalEndcap time Towers 3:5

Number of hits times Energy [GeV] per second



**Mean: 1.07e+01 ns**  
**Std Dev: 1.18e+00 ns**  
**hits/second: 3.11e+05**

**Mean: 9.91e+00 ns**  
**Std Dev: 1.28e+00 ns**  
**hits/second: 4.34e+03**

**Mean: 1.06e+01 ns**  
**Std Dev: 1.69e+00 ns**  
**hits/second: 1.41e+03**