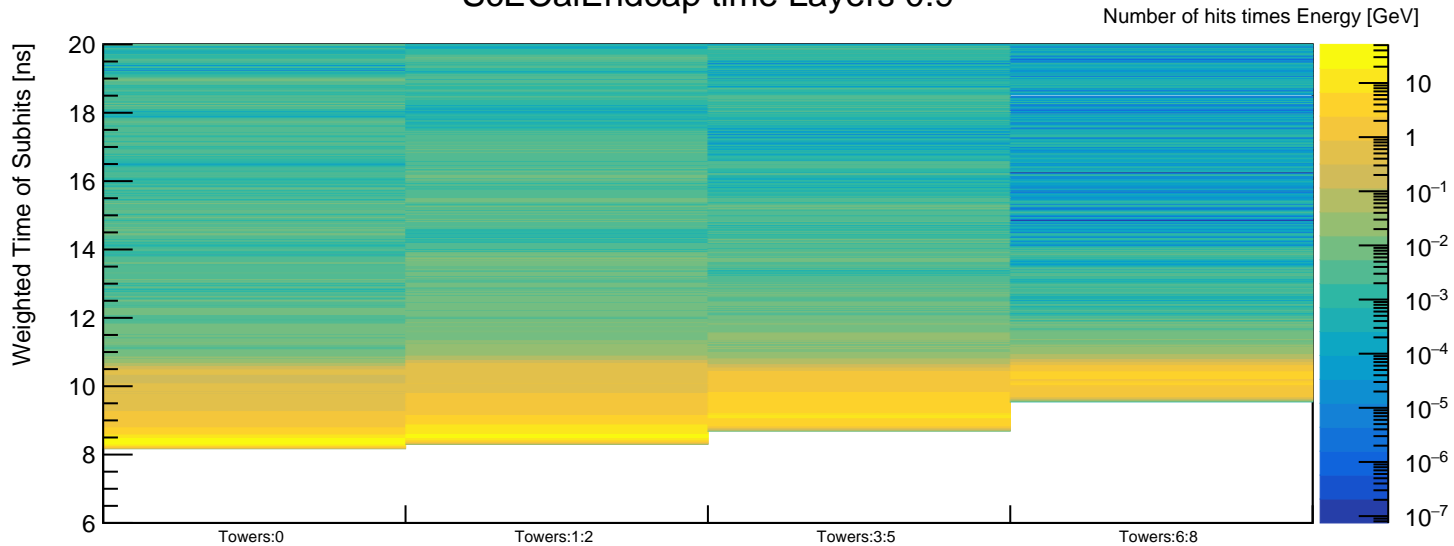


# ScECalEndcap time Layers 0:9



Mean: 8.56e+00 ns Std Dev: 4.90e-01 ns hits*energy [GeV]: 8.24e+02	Mean: 8.88e+00 ns Std Dev: 5.94e-01 ns hits*energy [GeV]: 6.95e+02	Mean: 9.48e+00 ns Std Dev: 5.42e-01 ns hits*energy [GeV]: 4.50e+02	Mean: 1.02e+01 ns Std Dev: 3.60e-01 ns hits*energy [GeV]: 1.56e+02
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