# ScECalEndcap time Towers 6:8



Number of hits times Energy [GeV]

Weighted Time of Subhits [ns]
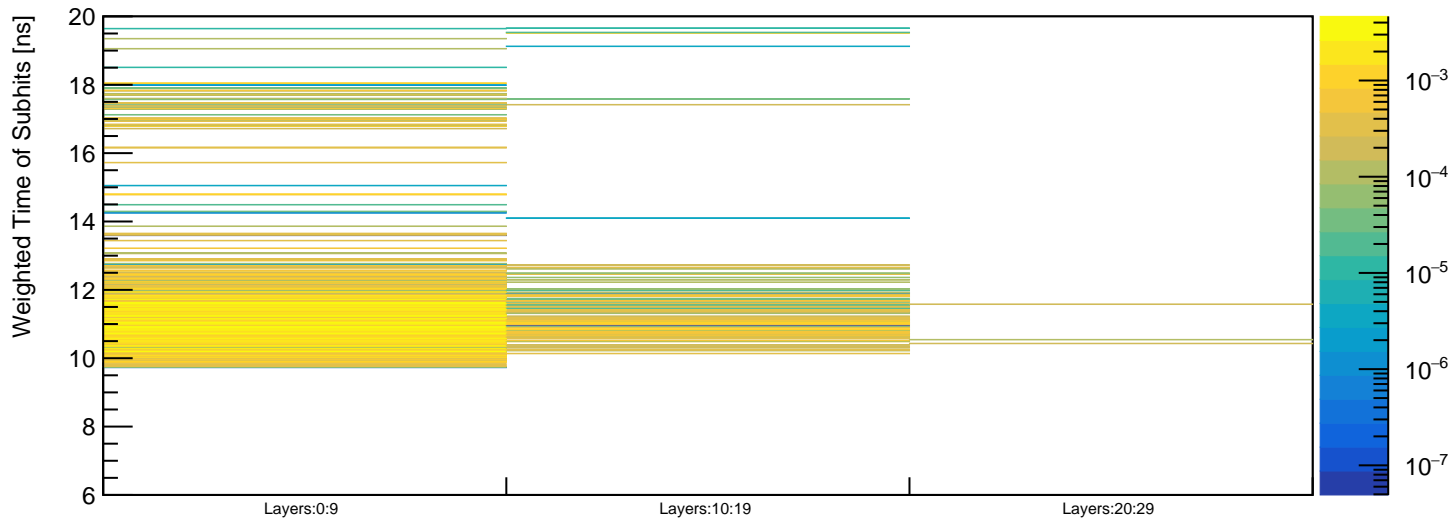
| Layers:0:9 | Layers:10:19 | Layers:20:29 |
|---|---|---|
| **Mean: 1.13e+01 ns** | **Mean: 1.14e+01 ns** | **Mean: 1.09e+01 ns** |
| **Std Dev: 1.33e+00 ns** | **Std Dev: 1.66e+00 ns** | **Std Dev: 5.54e-01 ns** |
| **hits*energy [GeV]: 3.12e-01** | **hits*energy [GeV]: 2.99e-02** | **hits*energy [GeV]: 4.76e-04** |