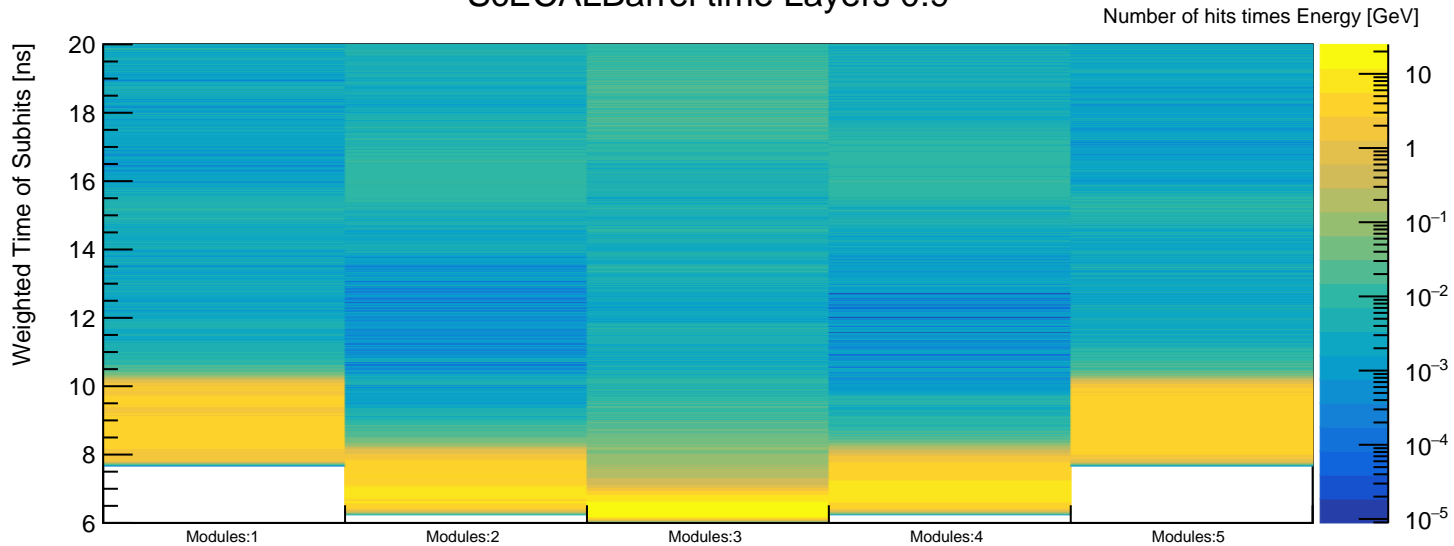


# ScECALBarrel time Layers 0:9



Mean: 9.00e+00 ns Std Dev: 7.52e-01 ns hits*energy [GeV]: 4.86e+02	Mean: 7.22e+00 ns Std Dev: 7.80e-01 ns hits*energy [GeV]: 5.96e+02	Mean: 6.56e+00 ns Std Dev: 8.67e-01 ns hits*energy [GeV]: 8.23e+02	Mean: 7.16e+00 ns Std Dev: 7.74e-01 ns hits*energy [GeV]: 5.84e+02	Mean: 8.98e+00 ns Std Dev: 7.44e-01 ns hits*energy [GeV]: 5.19e+02
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