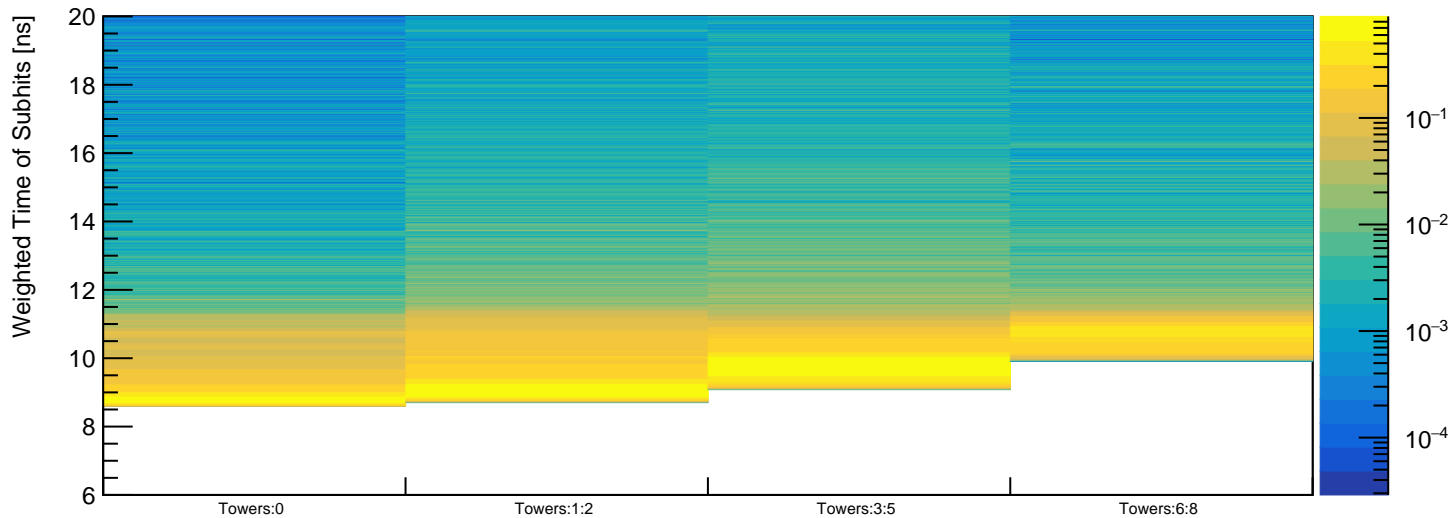


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



Mean: 9.55e+00 ns Std Dev: 1.22e+00 ns hits*energy [GeV]: 3.17e+01	Mean: 9.80e+00 ns Std Dev: 1.27e+00 ns hits*energy [GeV]: 5.38e+01	Mean: 1.02e+01 ns Std Dev: 1.23e+00 ns hits*energy [GeV]: 5.64e+01	Mean: 1.10e+01 ns Std Dev: 1.18e+00 ns hits*energy [GeV]: 2.67e+01
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