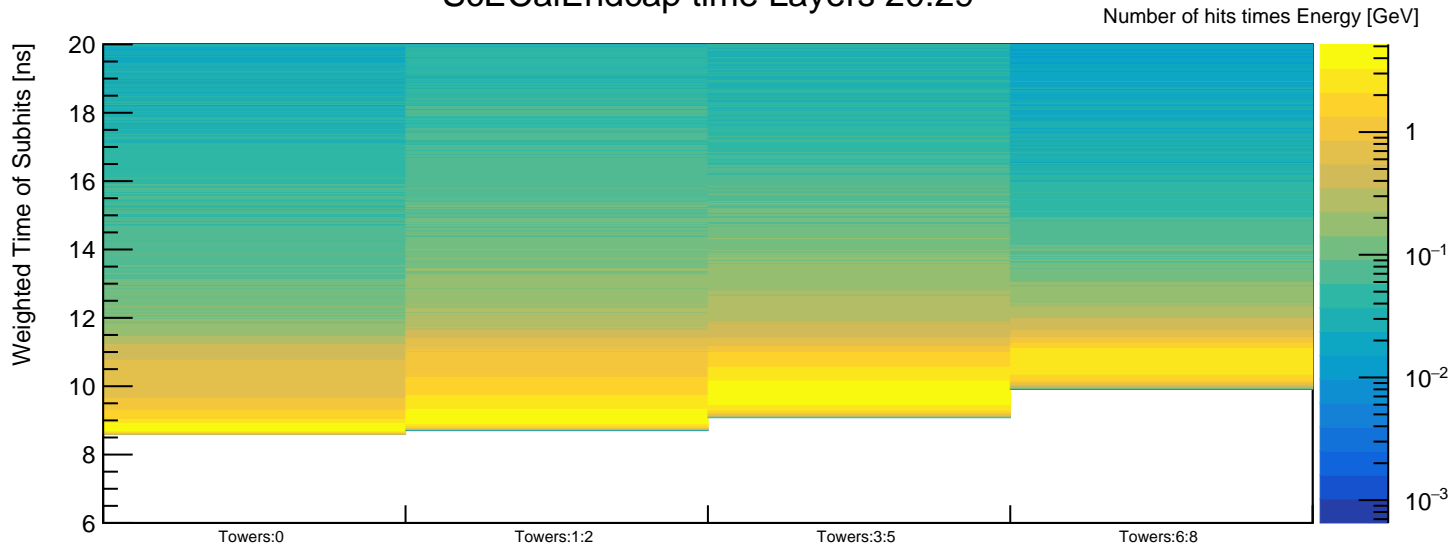


# ScECalEndcap time Layers 20:29



Mean: 1.02e+01 ns Std Dev: 2.07e+00 ns hits*energy [GeV]: 2.73e+02	Mean: 1.04e+01 ns Std Dev: 1.95e+00 ns hits*energy [GeV]: 4.48e+02	Mean: 1.06e+01 ns Std Dev: 1.65e+00 ns hits*energy [GeV]: 4.94e+02	Mean: 1.13e+01 ns Std Dev: 1.44e+00 ns hits*energy [GeV]: 2.73e+02
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