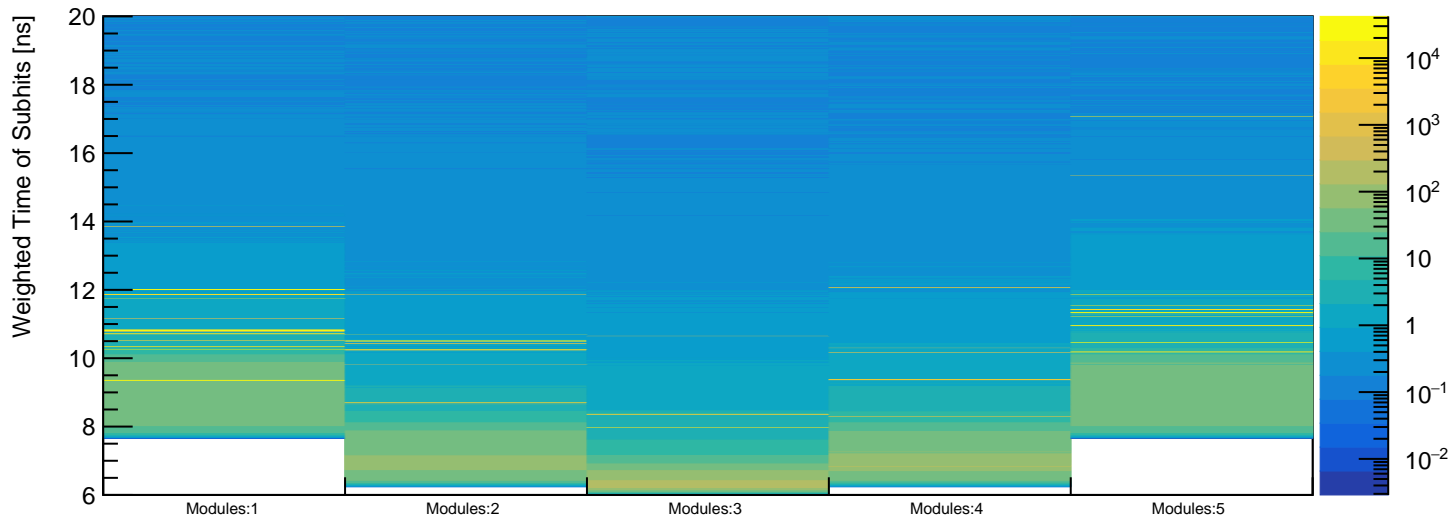


ScECALBarrel time Layers 0:9

Number of hits times Energy [GeV] per second



Mean: 1.08e+01 ns Std Dev: 1.01e+00 ns hits/second: 2.99e+05	Mean: 1.01e+01 ns Std Dev: 1.01e+00 ns hits/second: 7.82e+04	Mean: 8.16e+00 ns Std Dev: 8.11e-01 ns hits/second: 5.86e+04	Mean: 9.56e+00 ns Std Dev: 1.87e+00 ns hits/second: 2.64e+04	Mean: 1.14e+01 ns Std Dev: 1.51e+00 ns hits/second: 2.35e+05
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