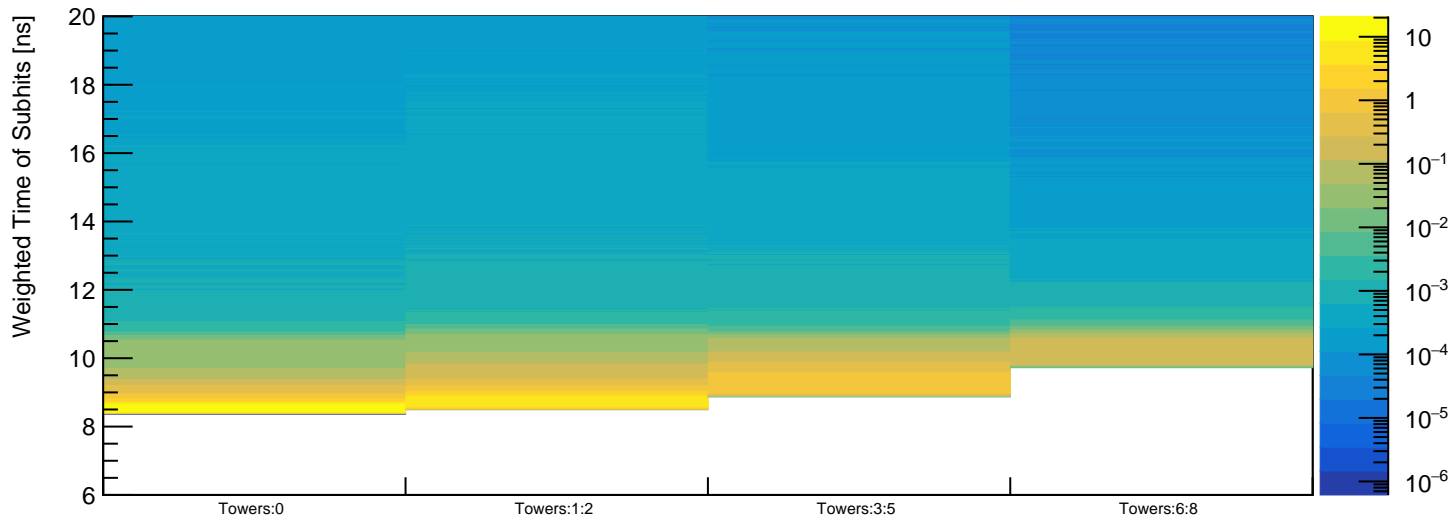


# ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV] per second



Mean: 8.62e+00 ns Std Dev: 2.50e-01 ns hits*energy [GeV]/second: 3.69e+02	Mean: 8.86e+00 ns Std Dev: 3.62e-01 ns hits*energy [GeV]/second: 2.10e+02	Mean: 9.46e+00 ns Std Dev: 4.81e-01 ns hits*energy [GeV]/second: 6.25e+01	Mean: 1.03e+01 ns Std Dev: 5.23e-01 ns hits*energy [GeV]/second: 1.05e+01
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