ScECalEndcap time Towers 0

Number of hits times Energy [GeV] per second

Weighted Time of Subhits [ns]
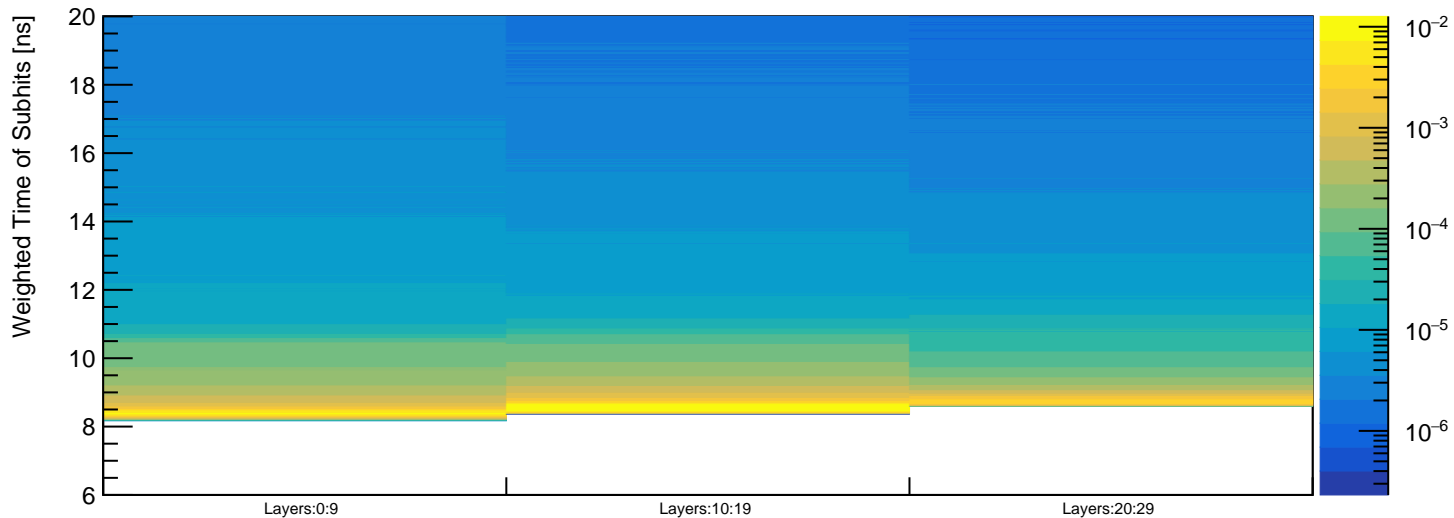
Layers:0:9	Layers:10:19	Layers:20:29
Mean: 8.79e+00 ns	**Mean: 8.78e+00 ns**	**Mean: 9.14e+00 ns**
Std Dev: 1.06e+00 ns	**Std Dev: 7.28e-01 ns**	**Std Dev: 1.08e+00 ns**
hits*energy [GeV]/second: 1.47e-01	**hits*energy [GeV]/second: 2.62e-01**	**hits*energy [GeV]/second: 7.72e-02**