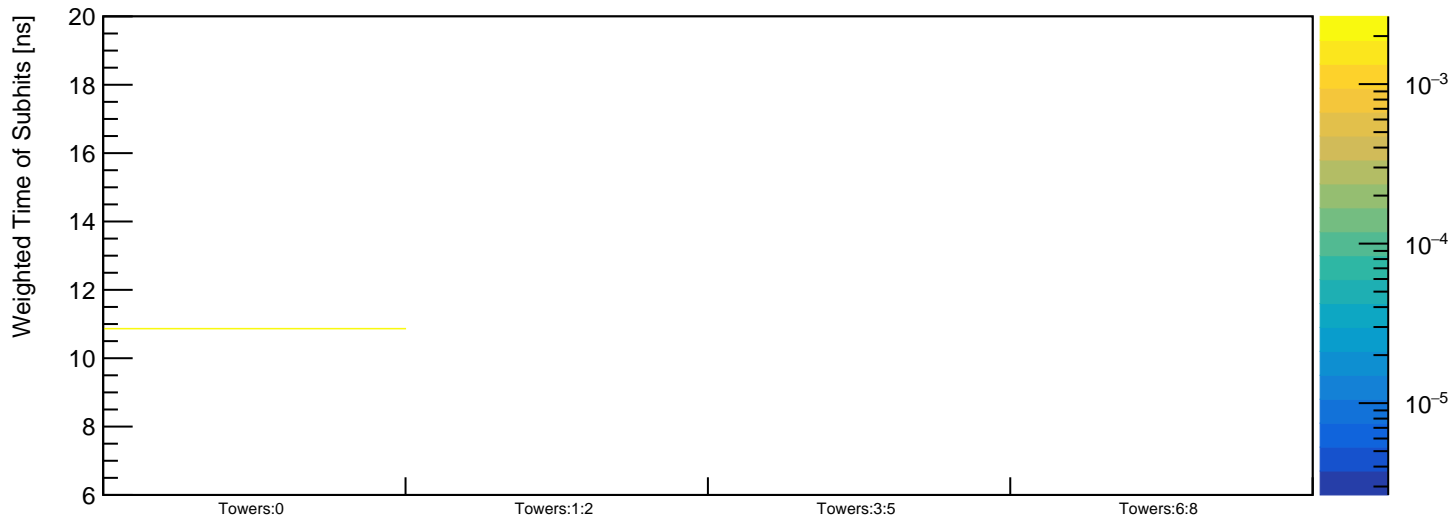


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



Mean: 1.09e+01 ns

Std Dev: 1.19e-07 ns

hits: 2.66e-03

Mean: 0.00e+00 ns

Std Dev: 0.00e+00 ns

hits: 0.00e+00

Mean: 0.00e+00 ns

Std Dev: 0.00e+00 ns

hits: 0.00e+00

Mean: 0.00e+00 ns

Std Dev: 0.00e+00 ns

hits: 0.00e+00