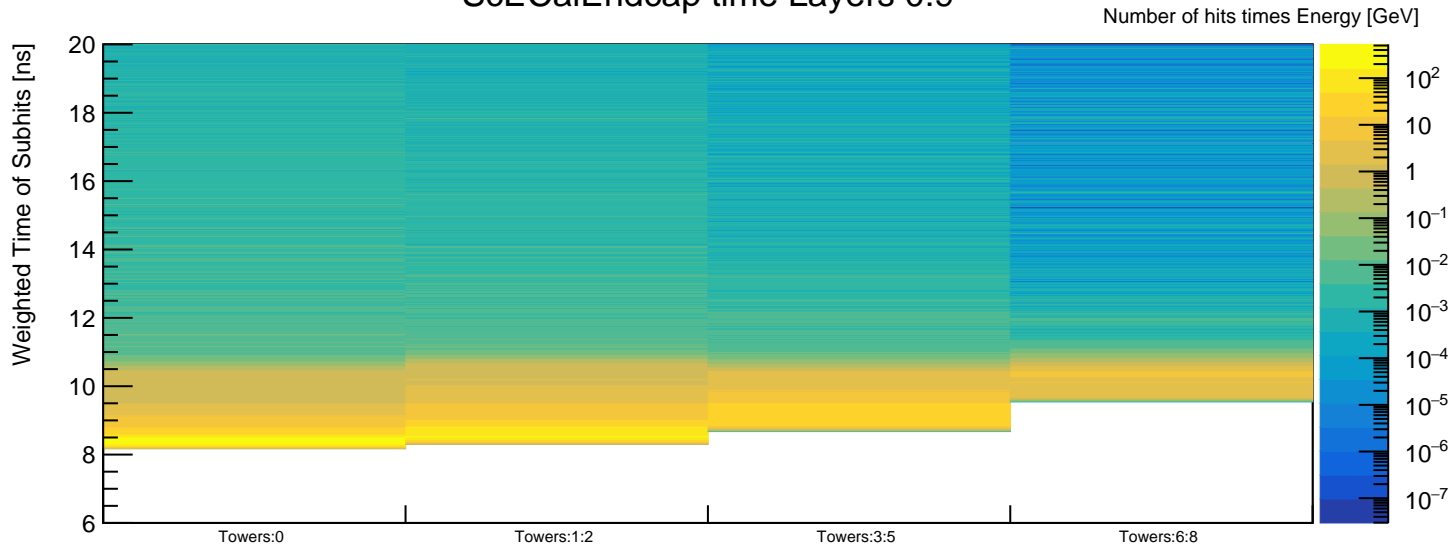


# ScECalEndcap time Layers 0:9



Mean: 8.47e+00 ns Std Dev: 2.36e-01 ns hits*energy [GeV]: 7.11e+03	Mean: 8.73e+00 ns Std Dev: 3.39e-01 ns hits*energy [GeV]: 4.13e+03	Mean: 9.35e+00 ns Std Dev: 4.02e-01 ns hits*energy [GeV]: 1.41e+03	Mean: 1.02e+01 ns Std Dev: 2.93e-01 ns hits*energy [GeV]: 2.83e+02
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