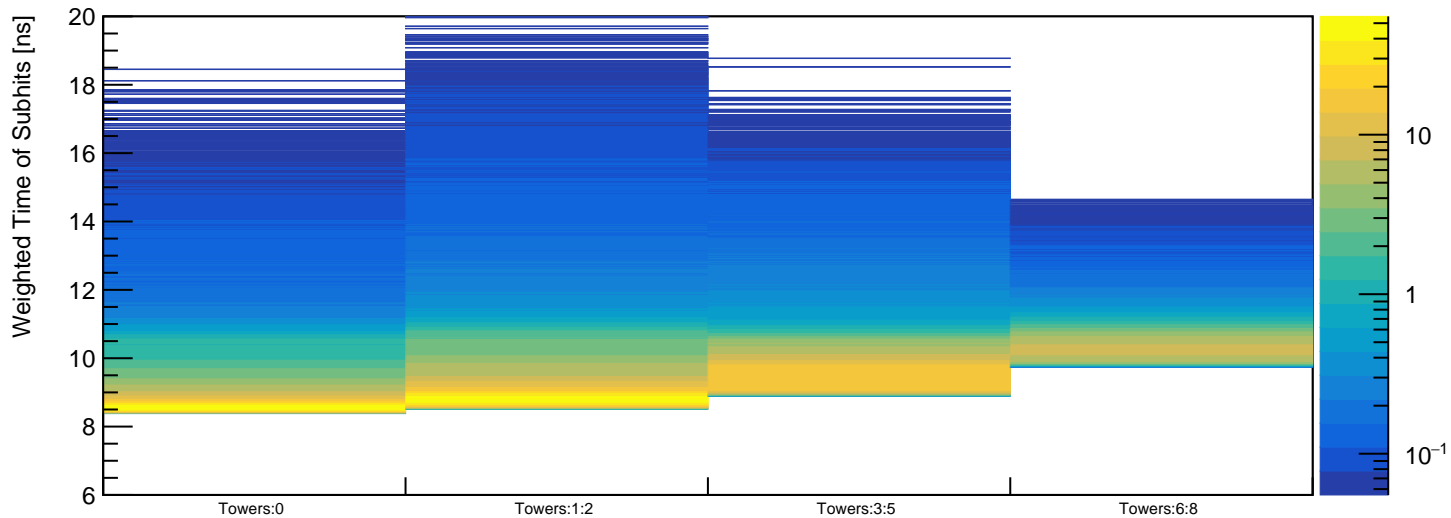


# ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV]



**Mean: 9.07e+00 ns**

**Std Dev: 1.21e+00 ns**

**hits: 1.54e+03**

**Mean: 9.37e+00 ns**

**Std Dev: 1.24e+00 ns**

**hits: 2.03e+03**

**Mean: 9.87e+00 ns**

**Std Dev: 1.14e+00 ns**

**hits: 1.54e+03**

**Mean: 1.07e+01 ns**

**Std Dev: 1.09e+00 ns**

**hits: 5.38e+02**