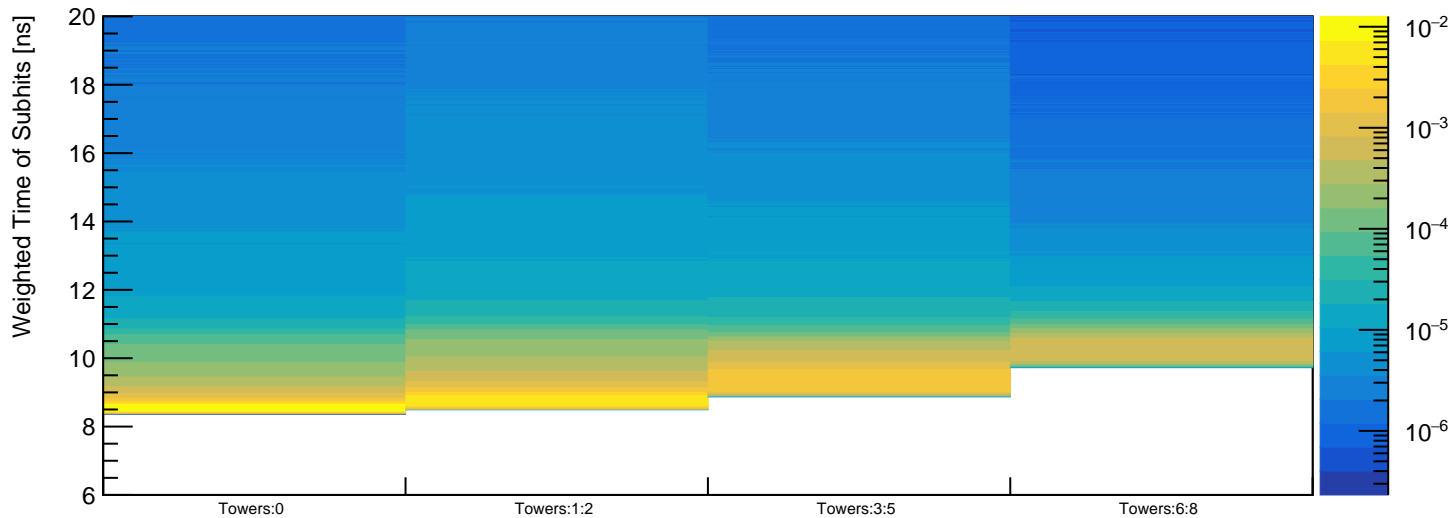


ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV] per second



Mean: $8.78\text{e}+00$ ns

Std Dev: $7.28\text{e}-01$ ns

hits*energy [GeV]/second: $2.62\text{e}-01$

Mean: $9.10\text{e}+00$ ns

Std Dev: $8.70\text{e}-01$ ns

hits*energy [GeV]/second: $2.42\text{e}-01$

Mean: $9.71\text{e}+00$ ns

Std Dev: $9.08\text{e}-01$ ns

hits*energy [GeV]/second: $1.39\text{e}-01$

Mean: $1.05\text{e}+01$ ns

Std Dev: $9.18\text{e}-01$ ns

hits*energy [GeV]/second: $4.24\text{e}-02$