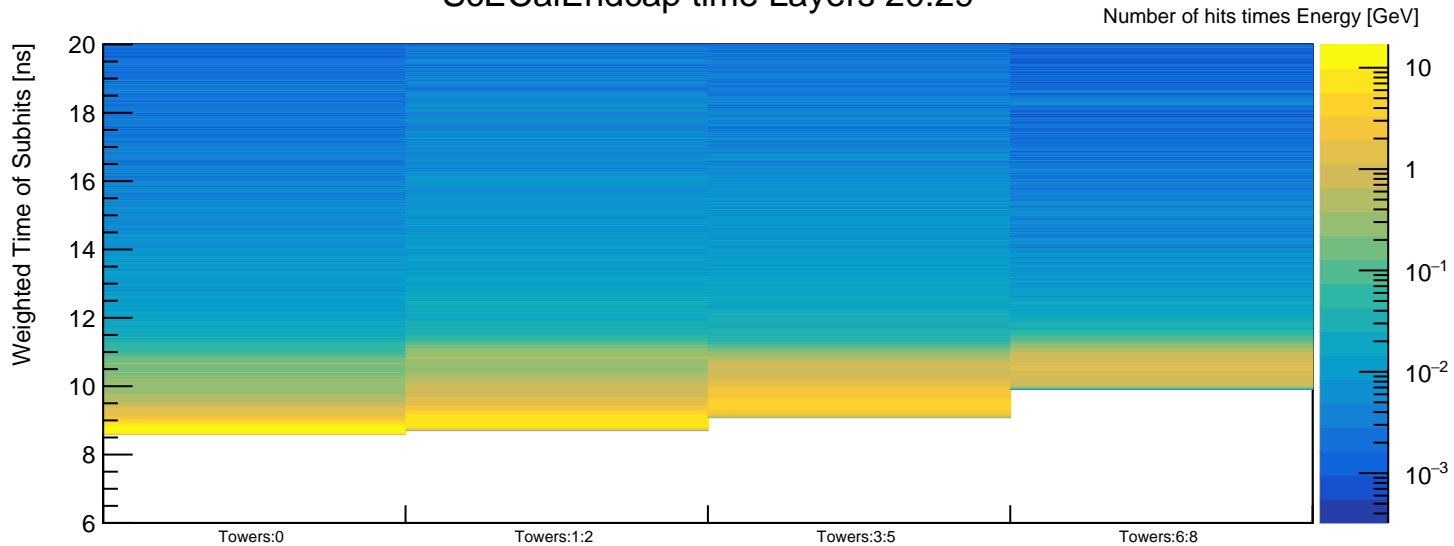


# ScECalEndcap time Layers 20:29



Mean: 9.00e+00 ns Std Dev: 6.99e-01 ns hits*energy [GeV]: 3.98e+02	Mean: 9.34e+00 ns Std Dev: 8.51e-01 ns hits*energy [GeV]: 3.82e+02	Mean: 9.88e+00 ns Std Dev: 8.60e-01 ns hits*energy [GeV]: 2.60e+02	Mean: 1.07e+01 ns Std Dev: 8.89e-01 ns hits*energy [GeV]: 8.59e+01
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