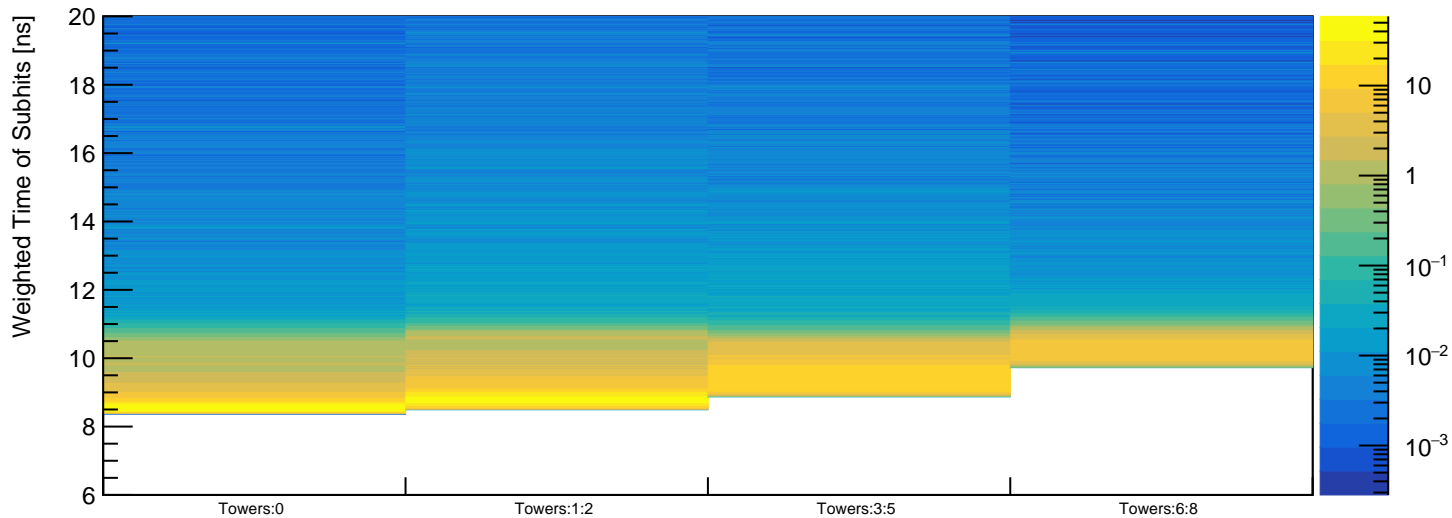


# ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV]



Mean: 8.80e+00 ns Std Dev: 5.32e-01 ns hits*energy [GeV]: 1.33e+03	Mean: 9.08e+00 ns Std Dev: 5.94e-01 ns hits*energy [GeV]: 1.42e+03	Mean: 9.60e+00 ns Std Dev: 5.38e-01 ns hits*energy [GeV]: 1.08e+03	Mean: 1.03e+01 ns Std Dev: 5.00e-01 ns hits*energy [GeV]: 3.86e+02
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