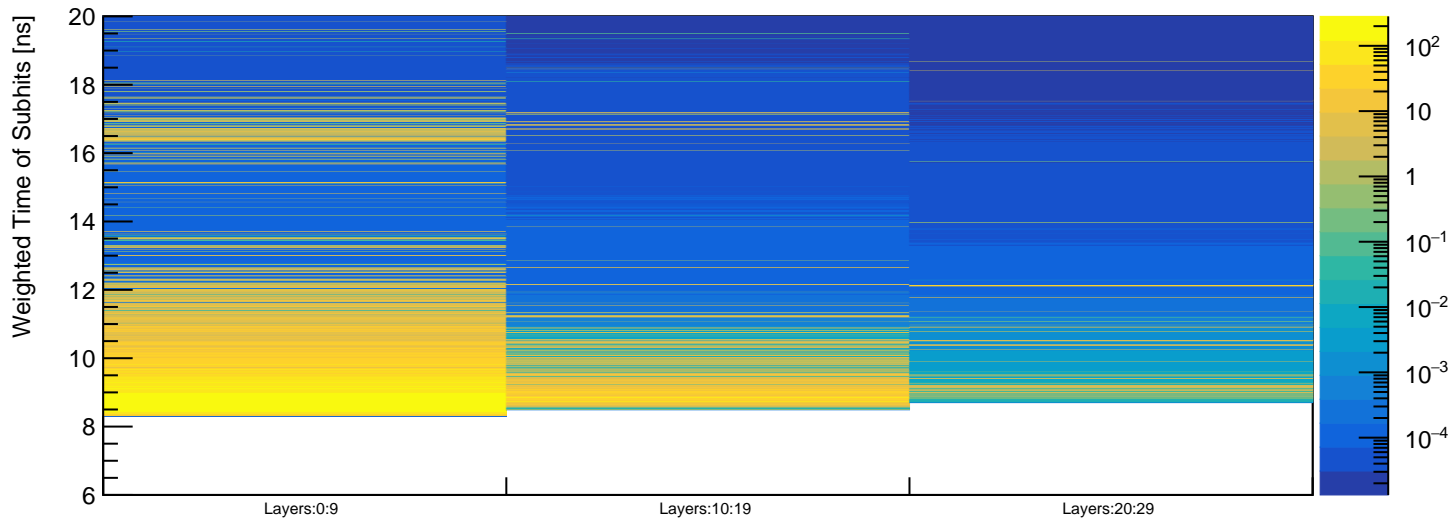


# ScECalEndcap time Towers 1:2

Number of hits times Energy [GeV] per second



**Mean: 9.31e+00 ns**  
**Std Dev: 1.24e+00 ns**  
**hits/second: 1.49e+04**

**Mean: 9.42e+00 ns**  
**Std Dev: 1.44e+00 ns**  
**hits/second: 1.62e+03**

**Mean: 1.11e+01 ns**  
**Std Dev: 1.75e+00 ns**  
**hits/second: 2.36e+02**