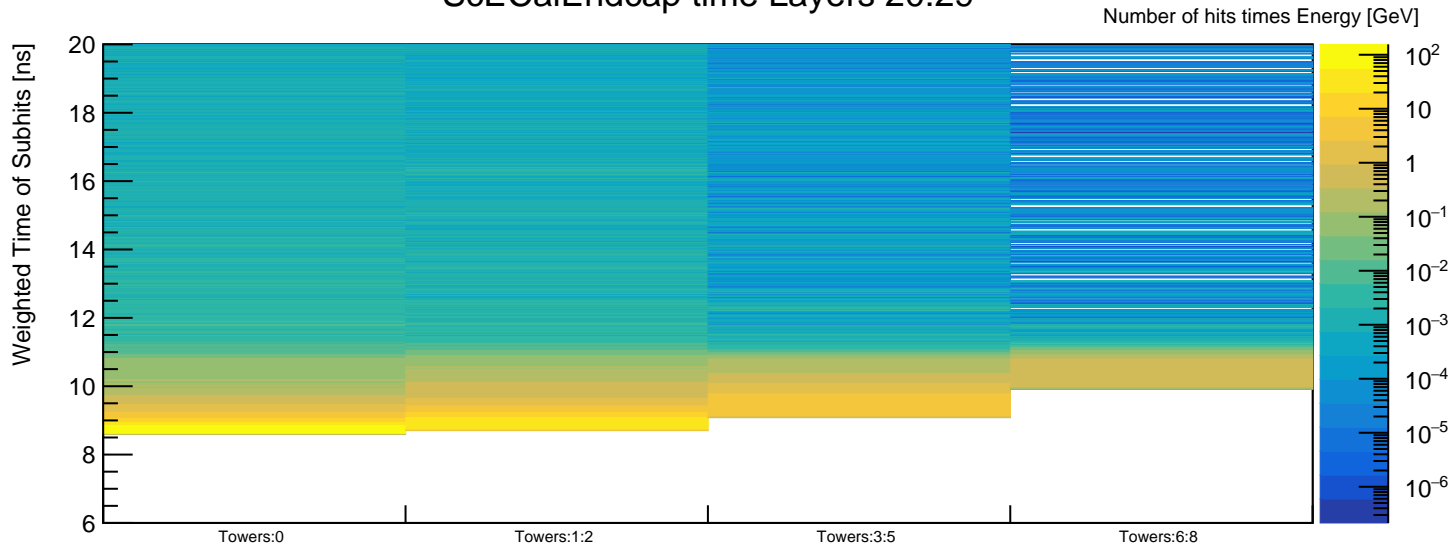


# ScECalEndcap time Layers 20:29



<b>Mean: 8.80e+00 ns</b> <b>Std Dev: 2.10e-01 ns</b> <b>hits*energy [GeV]: 2.45e+03</b>	<b>Mean: 9.02e+00 ns</b> <b>Std Dev: 2.89e-01 ns</b> <b>hits*energy [GeV]: 1.21e+03</b>	<b>Mean: 9.56e+00 ns</b> <b>Std Dev: 3.75e-01 ns</b> <b>hits*energy [GeV]: 2.88e+02</b>	<b>Mean: 1.04e+01 ns</b> <b>Std Dev: 3.26e-01 ns</b> <b>hits*energy [GeV]: 3.54e+01</b>
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