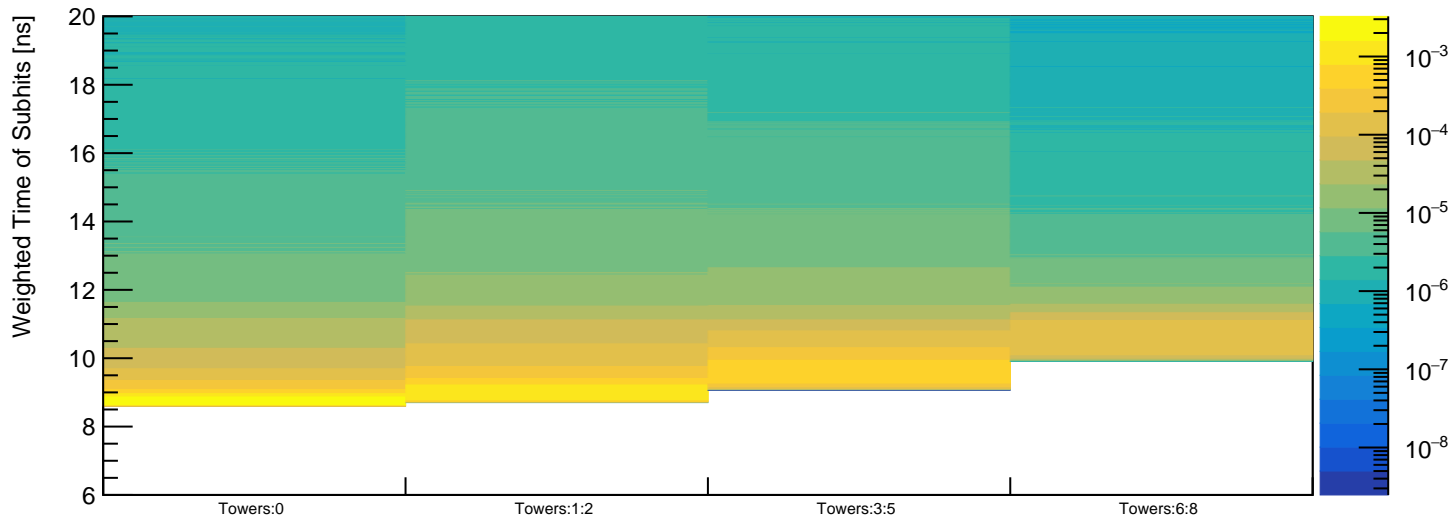


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV] per second



Mean: 9.14e+00 ns Std Dev: 1.08e+00 ns hits*energy [GeV]/second: 7.72e-02	Mean: 9.55e+00 ns Std Dev: 1.28e+00 ns hits*energy [GeV]/second: 7.32e-02	Mean: 1.02e+01 ns Std Dev: 1.34e+00 ns hits*energy [GeV]/second: 4.44e-02	Mean: 1.11e+01 ns Std Dev: 1.32e+00 ns hits*energy [GeV]/second: 1.51e-02
---------------------------------------------------------------------------------	---------------------------------------------------------------------------------	---------------------------------------------------------------------------------	---------------------------------------------------------------------------------