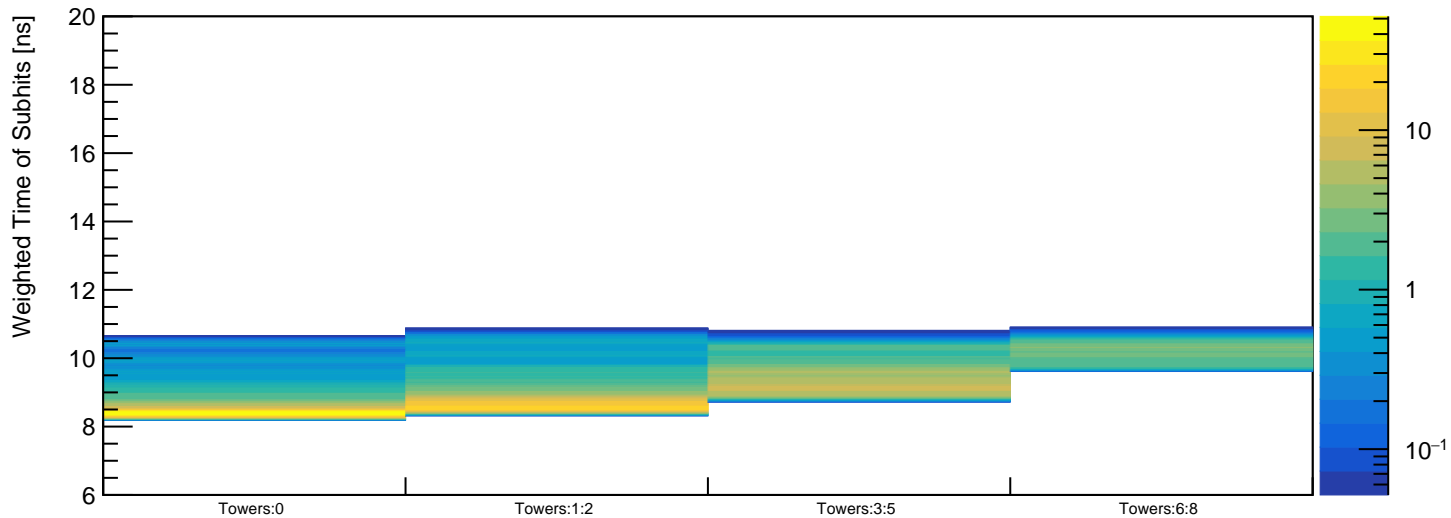


# ScECalEndcap time Layers 0:9

Number of hits times Energy [GeV]



Mean: 8.56e+00 ns

Std Dev: 4.90e-01 ns

hits: 8.24e+02

Mean: 8.88e+00 ns

Std Dev: 5.94e-01 ns

hits: 6.95e+02

Mean: 9.48e+00 ns

Std Dev: 5.42e-01 ns

hits: 4.50e+02

Mean: 1.02e+01 ns

Std Dev: 3.60e-01 ns

hits: 1.56e+02