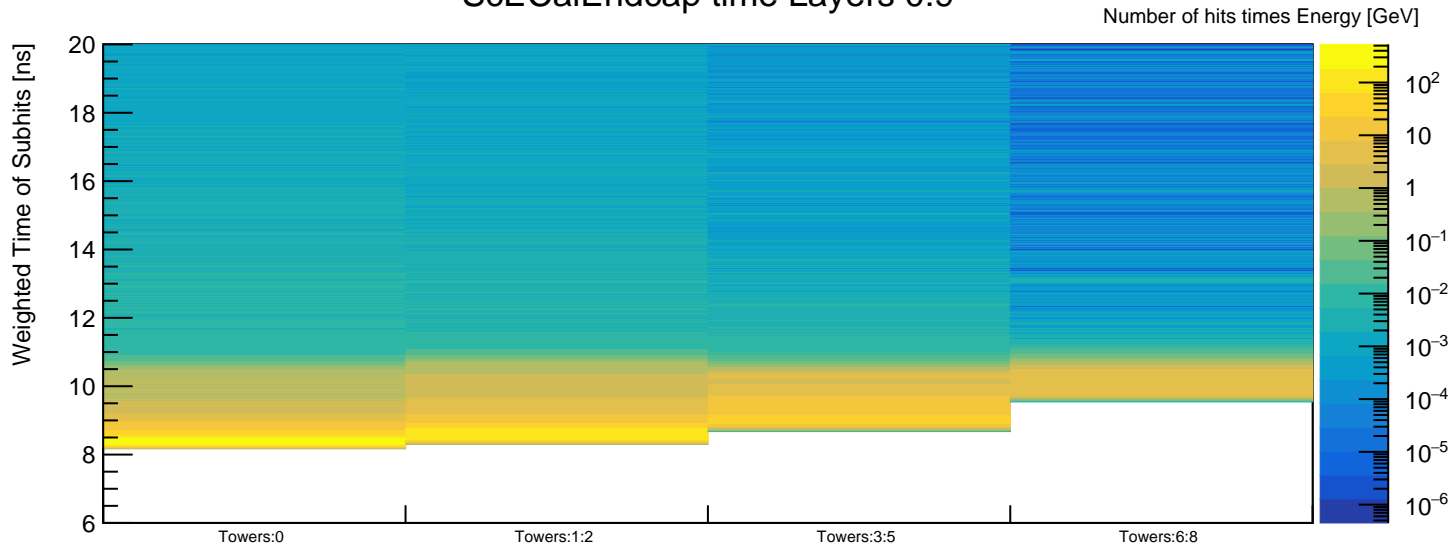


# ScECalEndcap time Layers 0:9



Mean: 8.47e+00 ns Std Dev: 2.37e-01 ns hits*energy [GeV]: 7.13e+03	Mean: 8.73e+00 ns Std Dev: 3.36e-01 ns hits*energy [GeV]: 4.13e+03	Mean: 9.35e+00 ns Std Dev: 4.03e-01 ns hits*energy [GeV]: 1.42e+03	Mean: 1.02e+01 ns Std Dev: 2.95e-01 ns hits*energy [GeV]: 2.78e+02
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