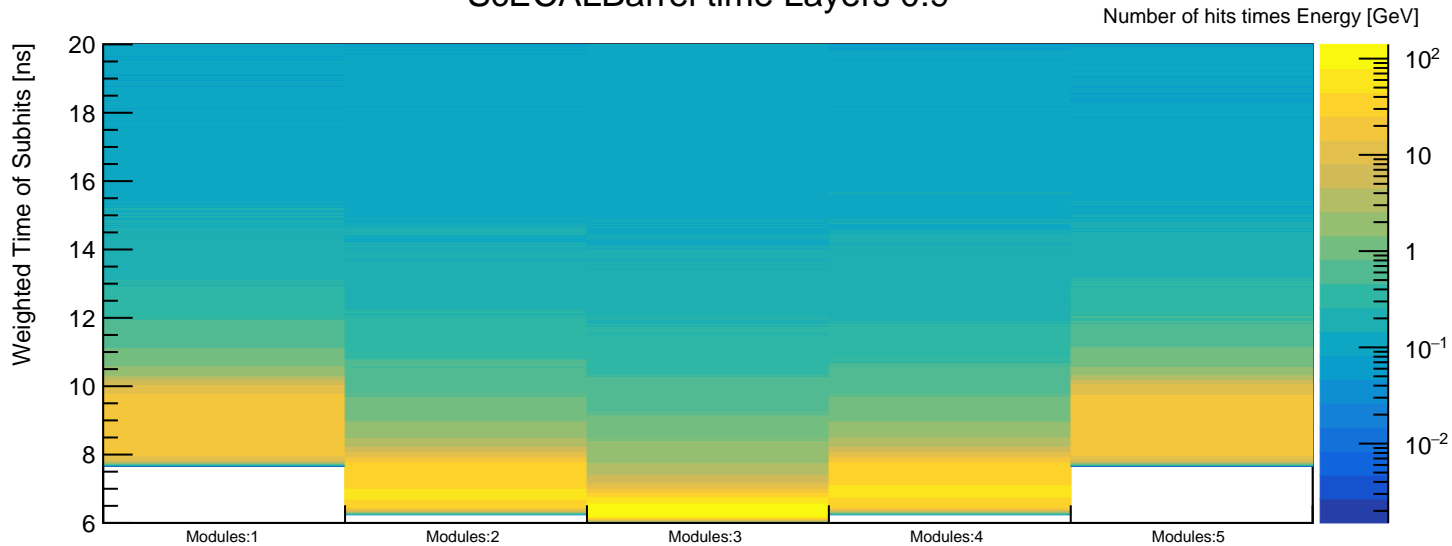


# ScECALBarrel time Layers 0:9



Mean: 9.19e+00 ns Std Dev: 1.31e+00 ns hits*energy [GeV]: 2.95e+03	Mean: 7.42e+00 ns Std Dev: 1.29e+00 ns hits*energy [GeV]: 4.53e+03	Mean: 6.75e+00 ns Std Dev: 1.25e+00 ns hits*energy [GeV]: 5.46e+03	Mean: 7.42e+00 ns Std Dev: 1.28e+00 ns hits*energy [GeV]: 4.57e+03	Mean: 9.20e+00 ns Std Dev: 1.32e+00 ns hits*energy [GeV]: 2.87e+03
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