# ScECalEndcap time Towers 1:2
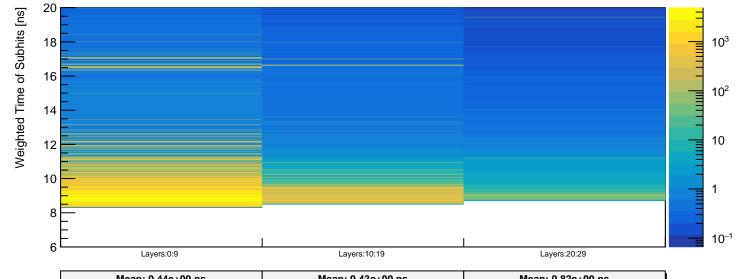


Number of hits times Energy [GeV] per second

| Mean: 9.44e+00 ns | Mean: 9.43e+00 ns | Mean: 9.82e+00 ns |
|---|---|---|
| Std Dev: 1.31e+00 ns | Std Dev: 1.33e+00 ns | Std Dev: 1.95e+00 ns |
| hits*energy [GeV]/second: 2.63e+05 | hits*energy [GeV]/second: 3.44e+04 | hits*energy [GeV]/second: 3.05e+03 |