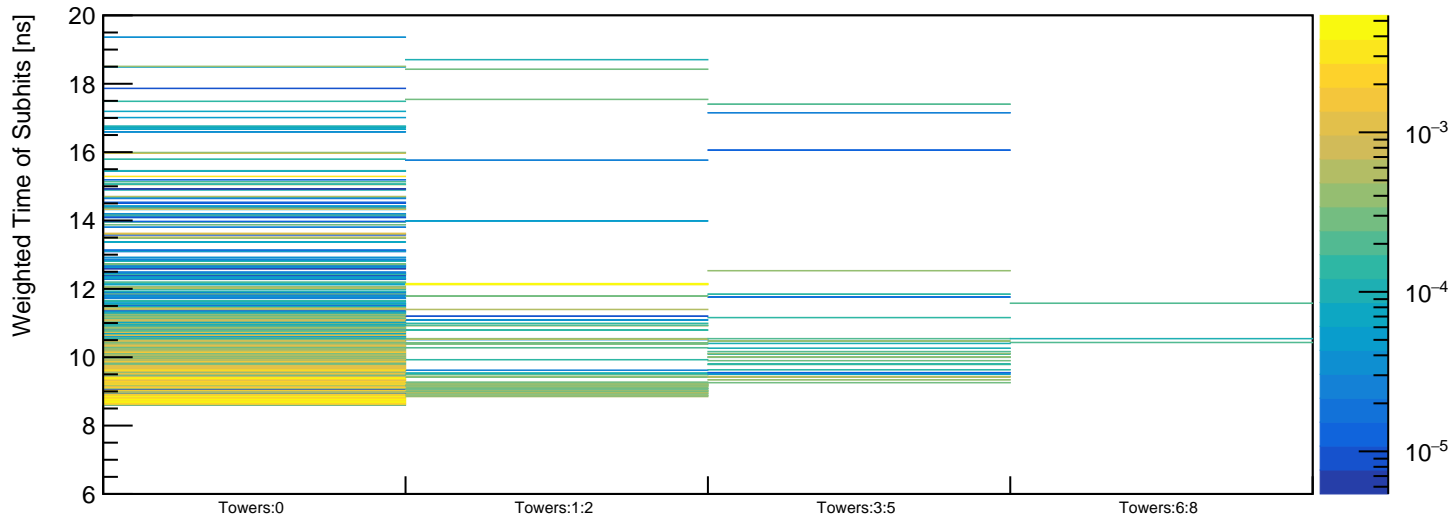


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



**Mean: 9.83e+00 ns**

**Std Dev: 1.46e+00 ns**

**hits: 2.44e-01**

**Mean: 1.11e+01 ns**

**Std Dev: 1.75e+00 ns**

**hits: 2.74e-02**

**Mean: 1.04e+01 ns**

**Std Dev: 1.61e+00 ns**

**hits: 5.80e-03**

**Mean: 1.09e+01 ns**

**Std Dev: 5.52e-01 ns**

**hits: 4.76e-04**