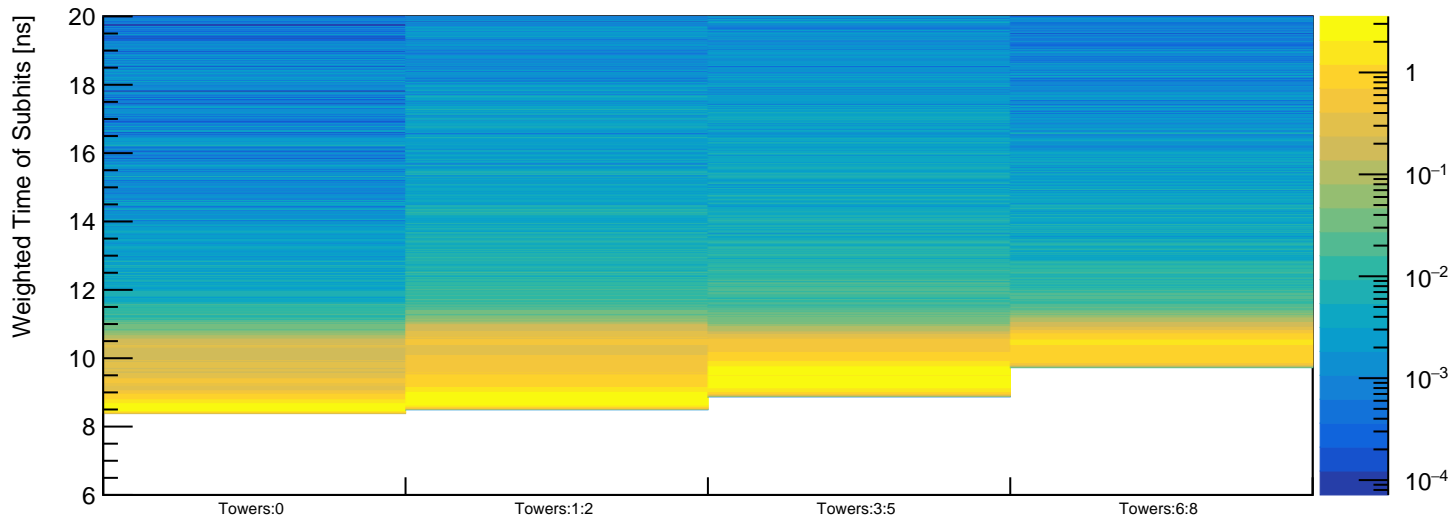


# ScECalEndcap time Layers 10:19

Number of hits times Energy [GeV]



Mean: 9.07e+00 ns Std Dev: 8.84e-01 ns hits*energy [GeV]: 1.08e+02	Mean: 9.33e+00 ns Std Dev: 9.12e-01 ns hits*energy [GeV]: 1.83e+02	Mean: 9.73e+00 ns Std Dev: 7.90e-01 ns hits*energy [GeV]: 1.86e+02	Mean: 1.05e+01 ns Std Dev: 7.77e-01 ns hits*energy [GeV]: 8.30e+01
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