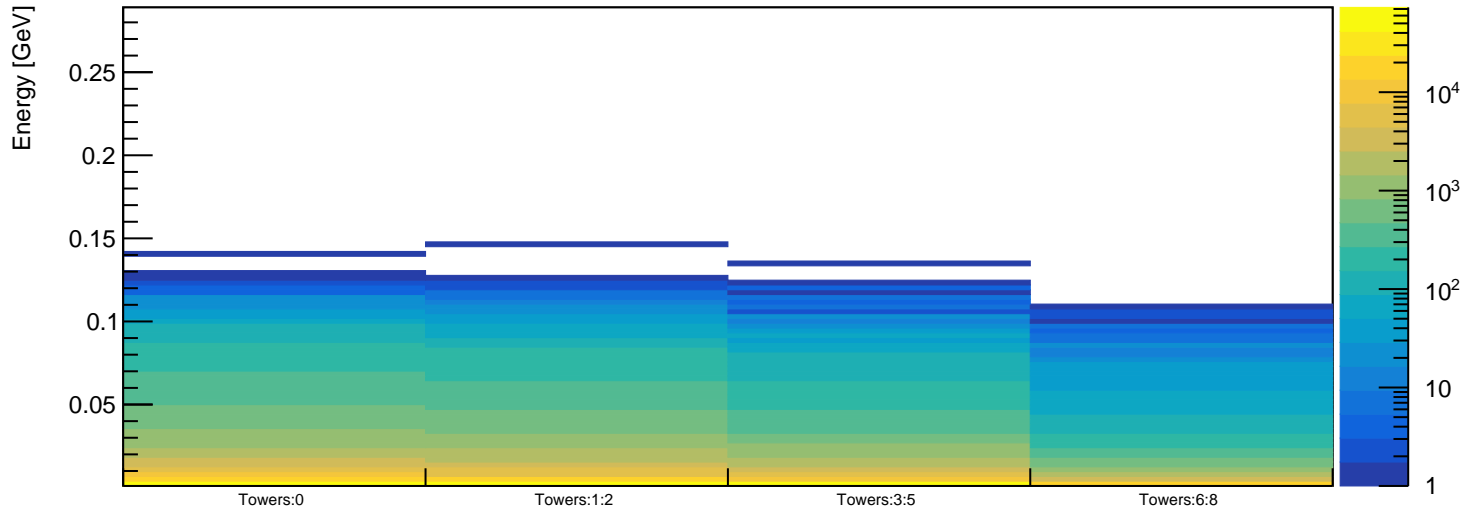


# ScECalEndcap upper\_scale\_energy Layers 10:19

Number of hits



|  |  |  |  |
|--|--|--|--|
| <p>Mean: <math>9.02\text{e-}03</math> GeV</p> <p>Std Dev: <math>1.46\text{e-}02</math> GeV</p> <p>hits: <math>1.30\text{e+}05</math></p> | <p>Mean: <math>8.54\text{e-}03</math> GeV</p> <p>Std Dev: <math>1.40\text{e-}02</math> GeV</p> <p>hits: <math>1.20\text{e+}05</math></p> | <p>Mean: <math>7.85\text{e-}03</math> GeV</p> <p>Std Dev: <math>1.26\text{e-}02</math> GeV</p> <p>hits: <math>8.53\text{e+}04</math></p> | <p>Mean: <math>7.04\text{e-}03</math> GeV</p> <p>Std Dev: <math>1.10\text{e-}02</math> GeV</p> <p>hits: <math>2.91\text{e+}04</math></p> |
|--|--|--|--|