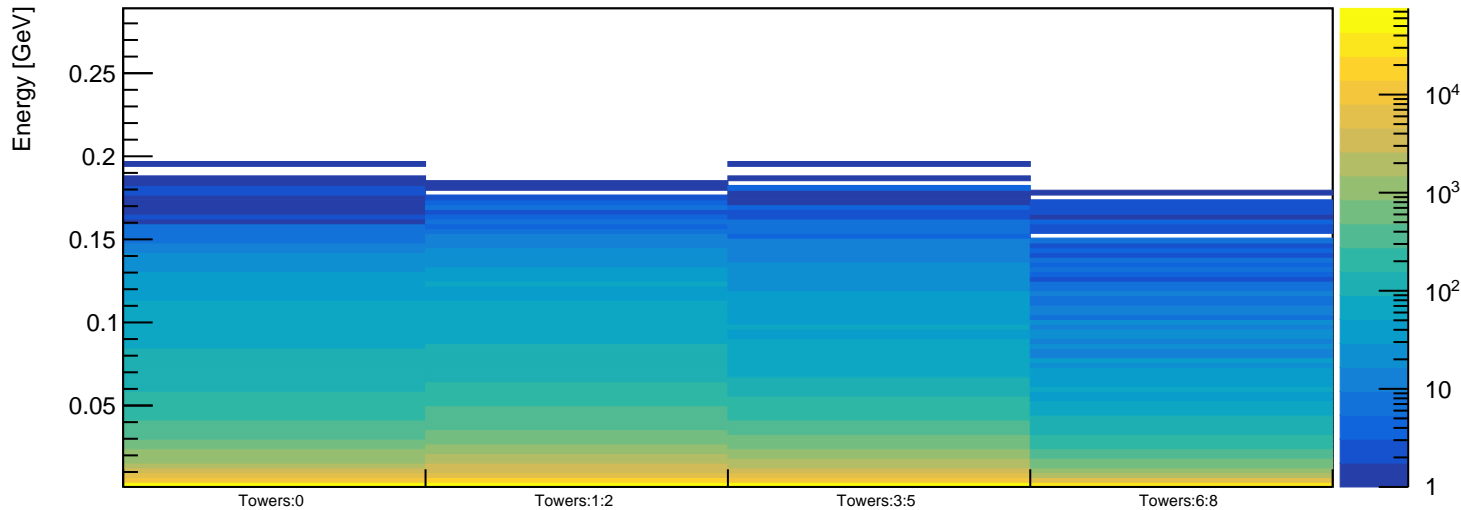


# ScECalEndcap upper\_scale\_energy Layers 10:19

Number of hits



<b>Mean: <math>8.54\text{e-}03</math> GeV</b> <b>Std Dev: <math>1.65\text{e-}02</math> GeV</b> <b>hits: <math>7.87\text{e+}04</math></b>	<b>Mean: <math>7.69\text{e-}03</math> GeV</b> <b>Std Dev: <math>1.47\text{e-}02</math> GeV</b> <b>hits: <math>1.17\text{e+}05</math></b>	<b>Mean: <math>7.02\text{e-}03</math> GeV</b> <b>Std Dev: <math>1.33\text{e-}02</math> GeV</b> <b>hits: <math>1.03\text{e+}05</math></b>	<b>Mean: <math>6.39\text{e-}03</math> GeV</b> <b>Std Dev: <math>1.21\text{e-}02</math> GeV</b> <b>hits: <math>4.11\text{e+}04</math></b>
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