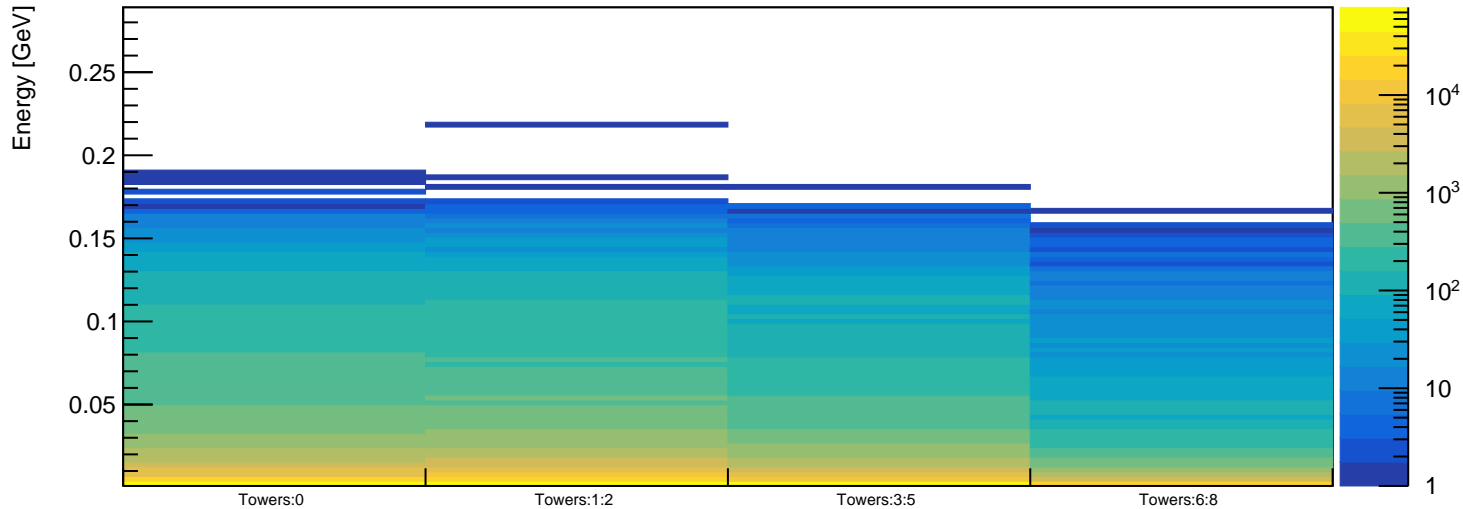


# ScECalEndcap upper\_scale\_energy Layers 10:19

Number of hits



<b>Mean: <math>1.13\text{e-}02</math> GeV</b> <b>Std Dev: <math>2.17\text{e-}02</math> GeV</b> <b>hits: <math>1.26\text{e+}05</math></b>	<b>Mean: <math>1.08\text{e-}02</math> GeV</b> <b>Std Dev: <math>2.08\text{e-}02</math> GeV</b> <b>hits: <math>1.36\text{e+}05</math></b>	<b>Mean: <math>1.01\text{e-}02</math> GeV</b> <b>Std Dev: <math>1.93\text{e-}02</math> GeV</b> <b>hits: <math>8.62\text{e+}04</math></b>	<b>Mean: <math>8.58\text{e-}03</math> GeV</b> <b>Std Dev: <math>1.66\text{e-}02</math> GeV</b> <b>hits: <math>2.68\text{e+}04</math></b>
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