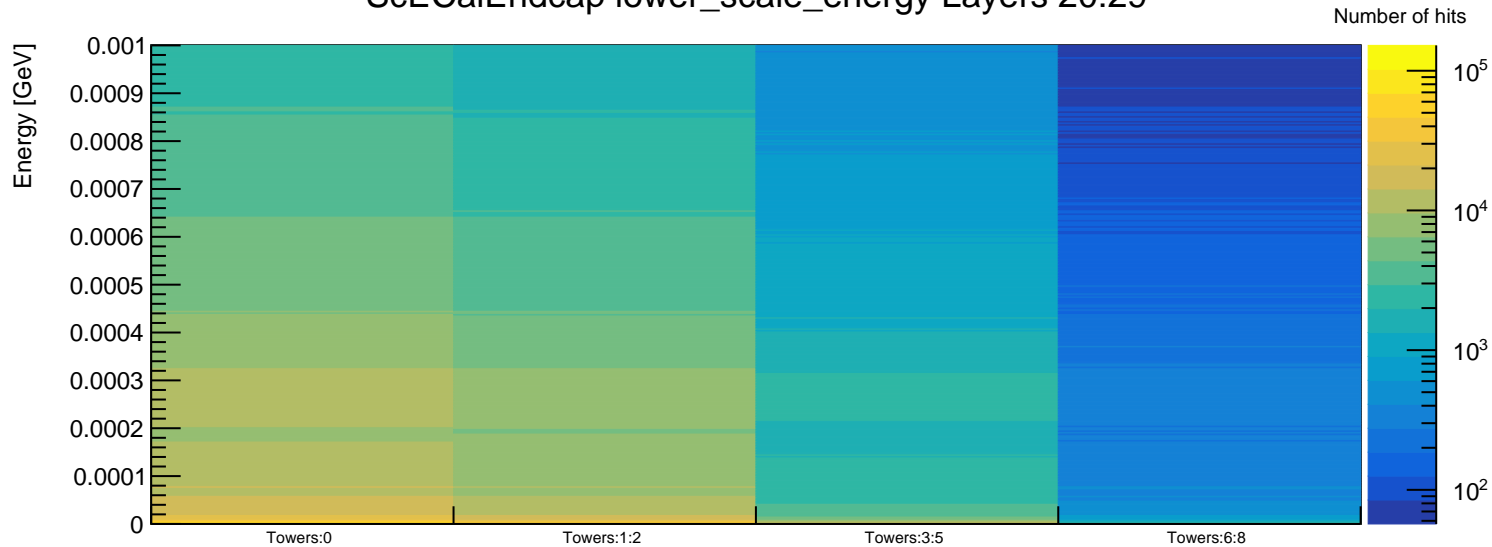


# ScECalEndcap lower\_scale\_energy Layers 20:29



<b>Mean: <math>3.14\text{e-}04</math> GeV</b> <b>Std Dev: <math>2.69\text{e-}04</math> GeV</b> <b>hits: <math>2.31\text{e+}06</math></b>	<b>Mean: <math>3.09\text{e-}04</math> GeV</b> <b>Std Dev: <math>2.68\text{e-}04</math> GeV</b> <b>hits: <math>1.58\text{e+}06</math></b>	<b>Mean: <math>3.10\text{e-}04</math> GeV</b> <b>Std Dev: <math>2.68\text{e-}04</math> GeV</b> <b>hits: <math>4.37\text{e+}05</math></b>	<b>Mean: <math>3.11\text{e-}04</math> GeV</b> <b>Std Dev: <math>2.66\text{e-}04</math> GeV</b> <b>hits: <math>6.88\text{e+}04</math></b>
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