Serpens field 1

P2 : Q and U maps
P3 : Q and U Signal-to-Noise maps
P4 : Q/U pixel errors (central region only)
P5 : pol2map I map errors compared to Q/U map errors
P6 : pol2map I map compared to non-POL2 SCUBA-2 map
P7 : Polarised intensity maps
P8 : Polarised intensity Signal-to-Noise maps
P9 : De-biased vector maps - binned 5x5 and cut at (dp<3)>&(dang<10)