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P11 : Q and U maps
P12 : Q and U Signal-to-Noise maps
P13 : Q/U pixel errors (central region only)
P14 : pol2map I map errors compared to Q/U map errors
P15 : pol2map I map compared to non-POL2 SCUBA-2 map
P16 : Polarised intensity maps
P17 : Polarised intensity Signal-to-Noise maps
P18 : De-biased vector maps - binned 5x5 and cut at (dp<3)>&(dang<10)