

DR21

P29 : Q and U maps

P30 : Q and U Signal-to-Noise maps

P31 : Q/U pixel errors (central region only)

P32 : pol2map I map errors compared to Q/U map errors

P33 : pol2map I map compared to non-POL2 SCUBA-2 map

P34 : Polarised intensity maps

P35 : Polarised intensity Signal-to-Noise maps

P36 : De-biased vector maps - binned 5x5 and cut at $(dp < 3) \& (dang < 10)$