

# Orion A

P56 : Q and U maps

P57 : Q and U Signal-to-Noise maps

P58 : Q/U pixel errors (central region only)

P59 : pol2map I map errors compared to Q/U map errors

P60 : pol2map I map compared to non-POL2 SCUBA-2 map

P61 : Polarised intensity maps

P62 : Polarised intensity Signal-to-Noise maps

P63 : De-biased vector maps - binned 5x5 and cut at  $(dp < 3) \& (dang < 10)$