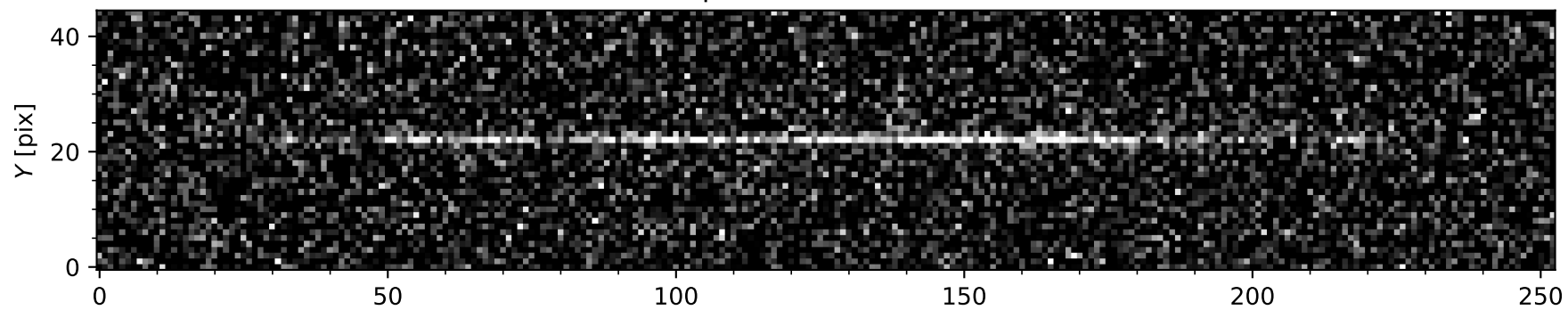
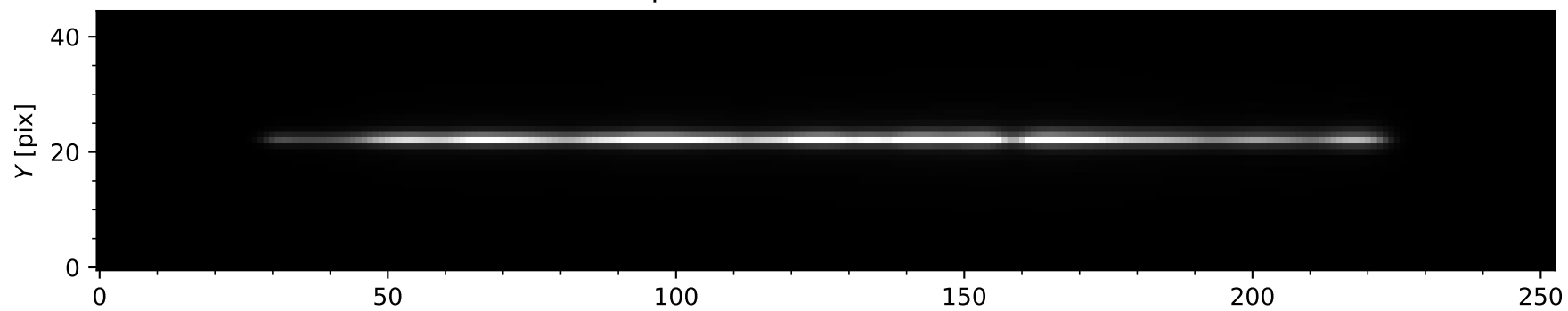


GROUP 1, SN 0, $z = 1.045$, OBS 1

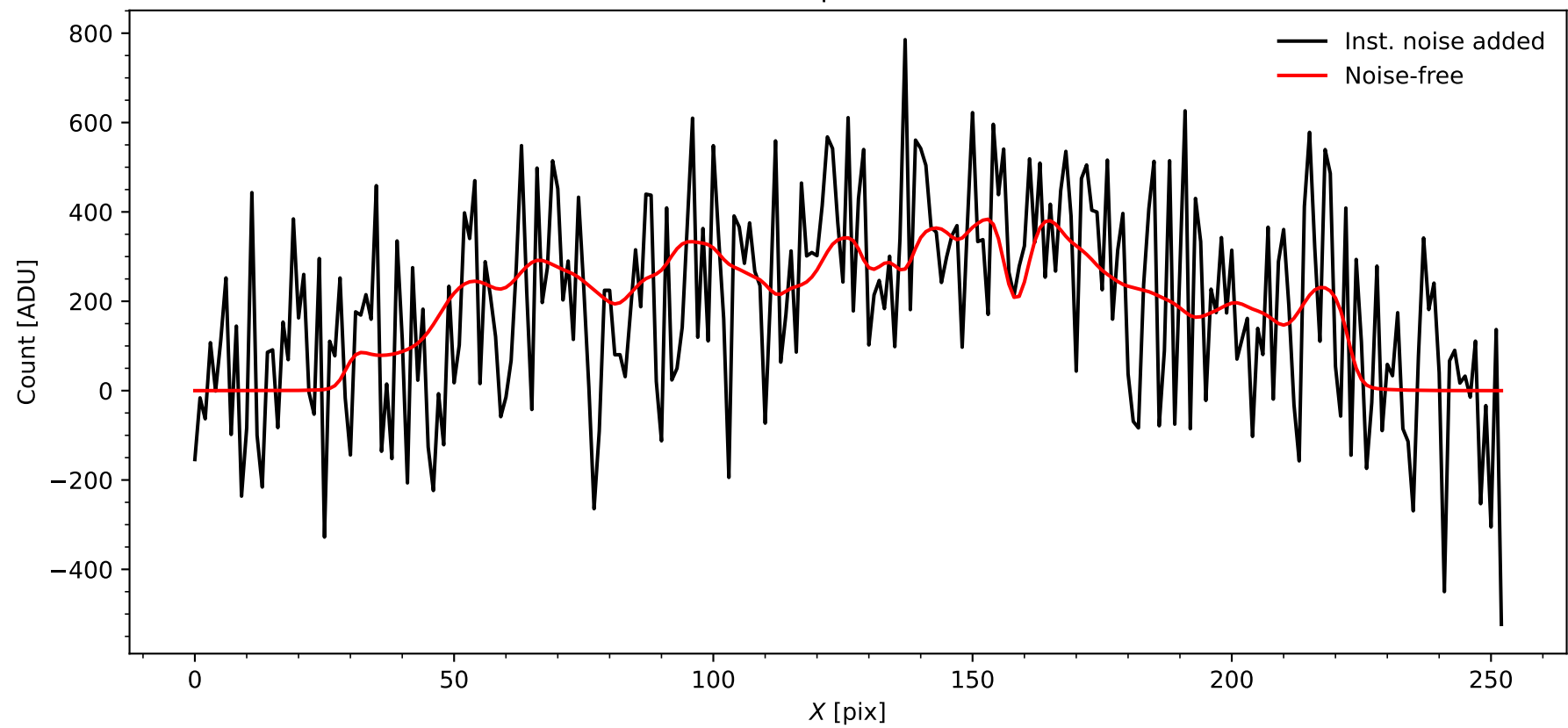
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

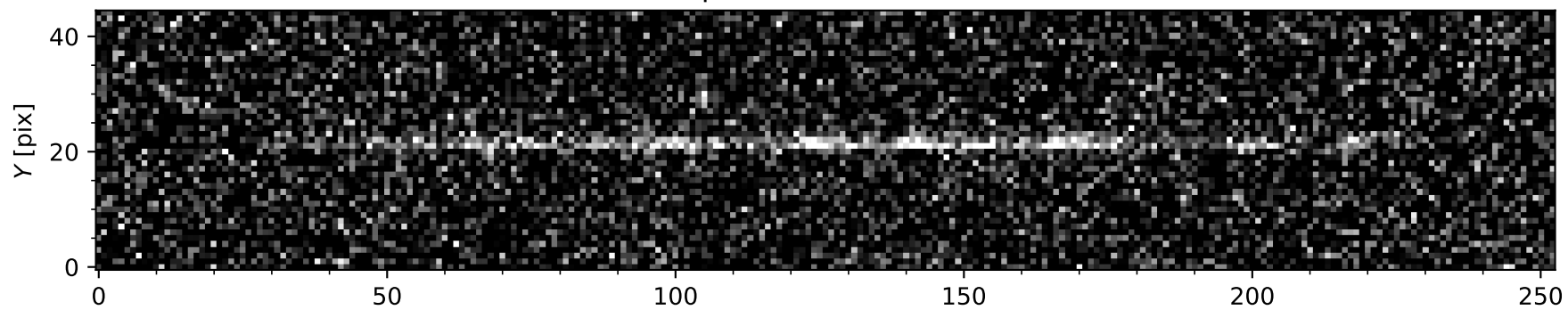


1d Spectrum

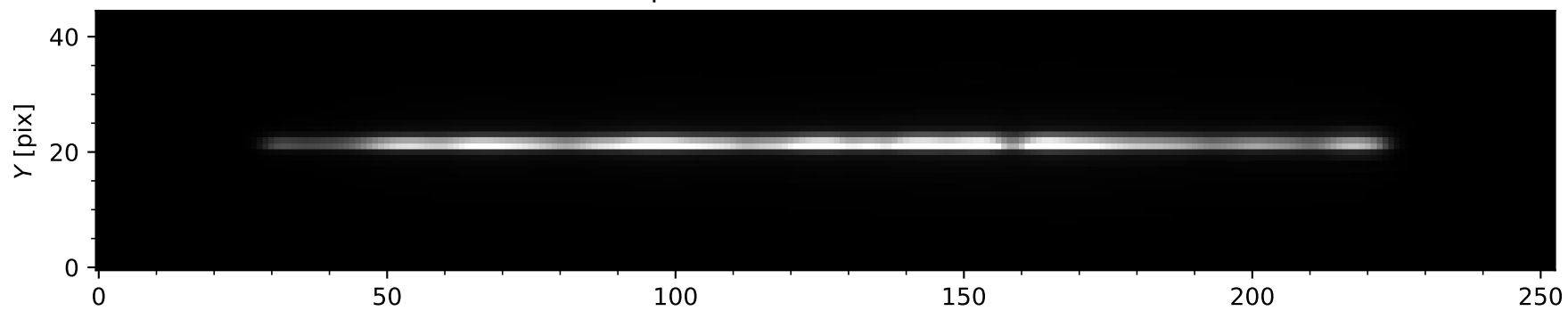


GROUP 1, SN 0, $z = 1.045$, OBS 2

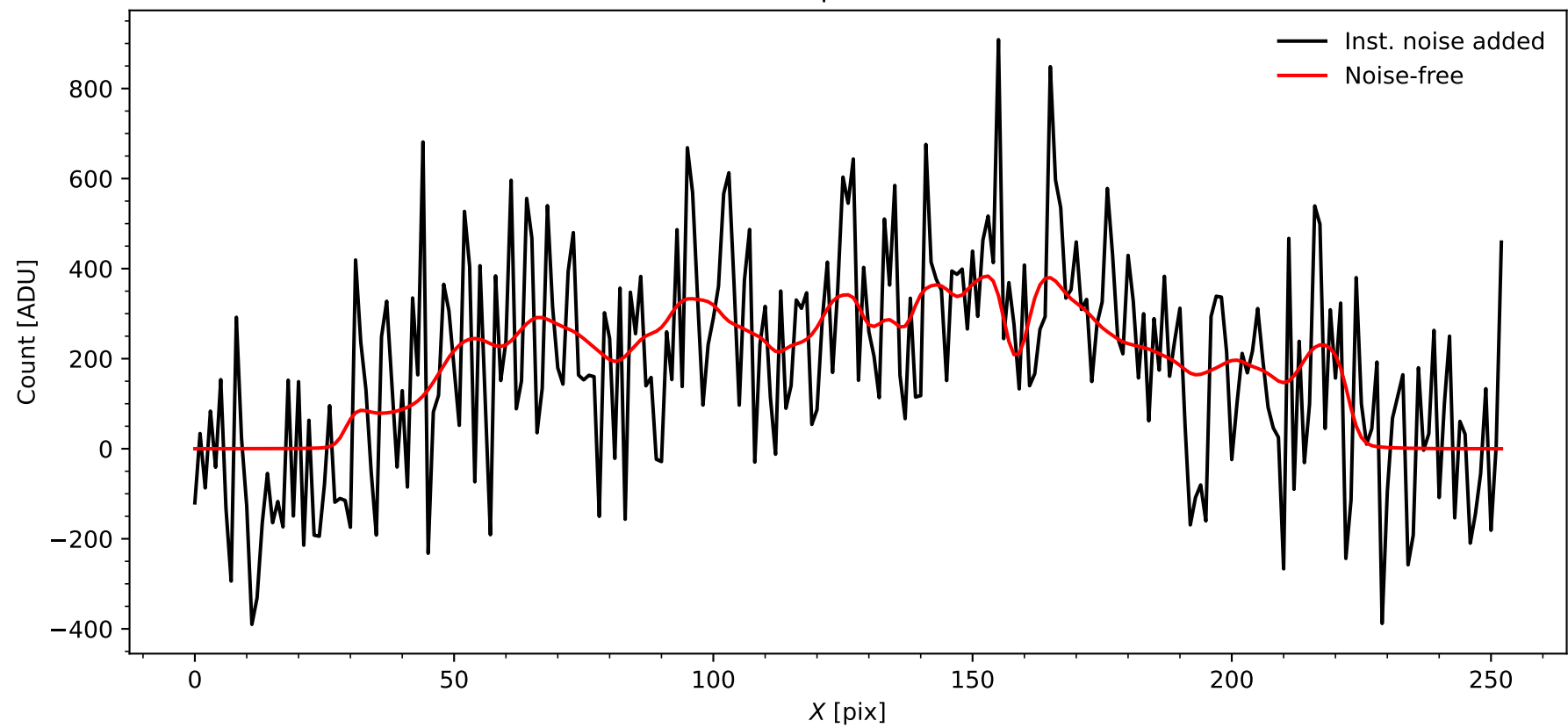
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

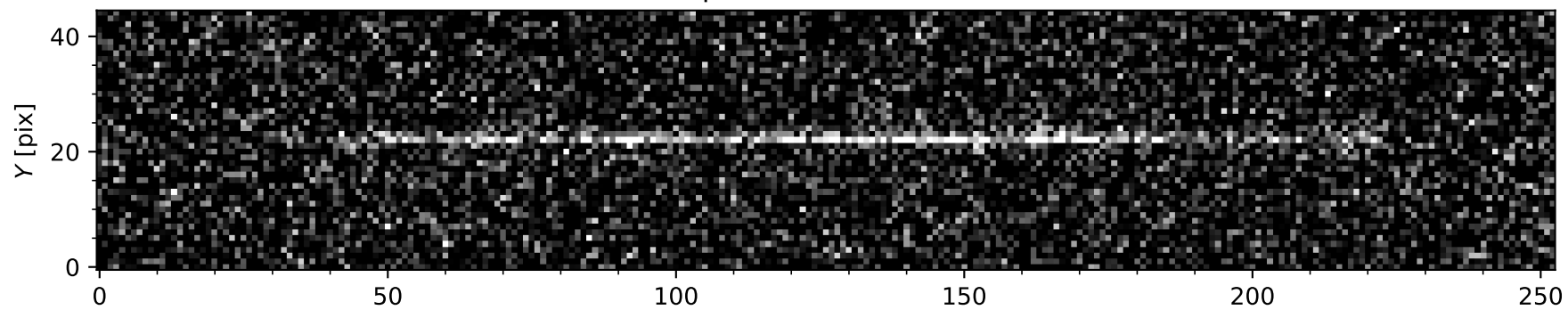


1d Spectrum

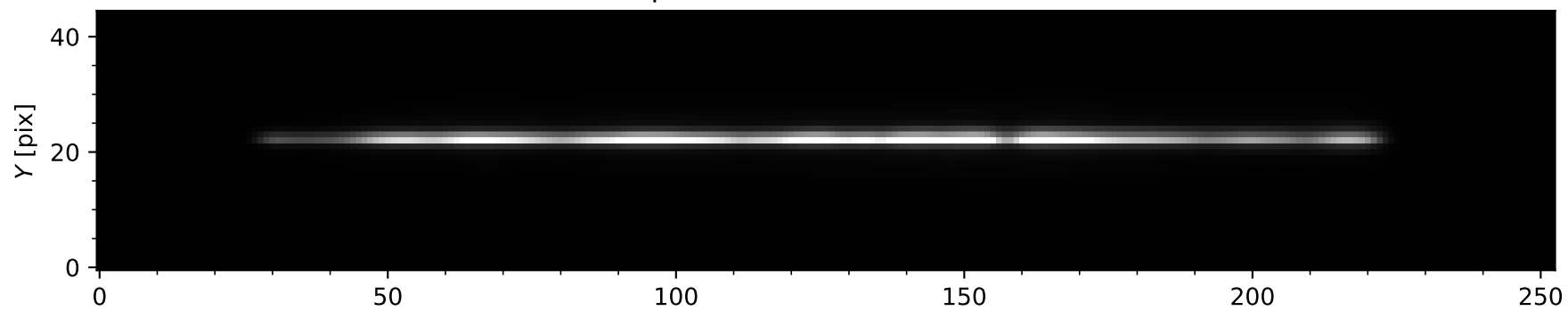


GROUP 1, SN 0, $z = 1.045$, OBS 3

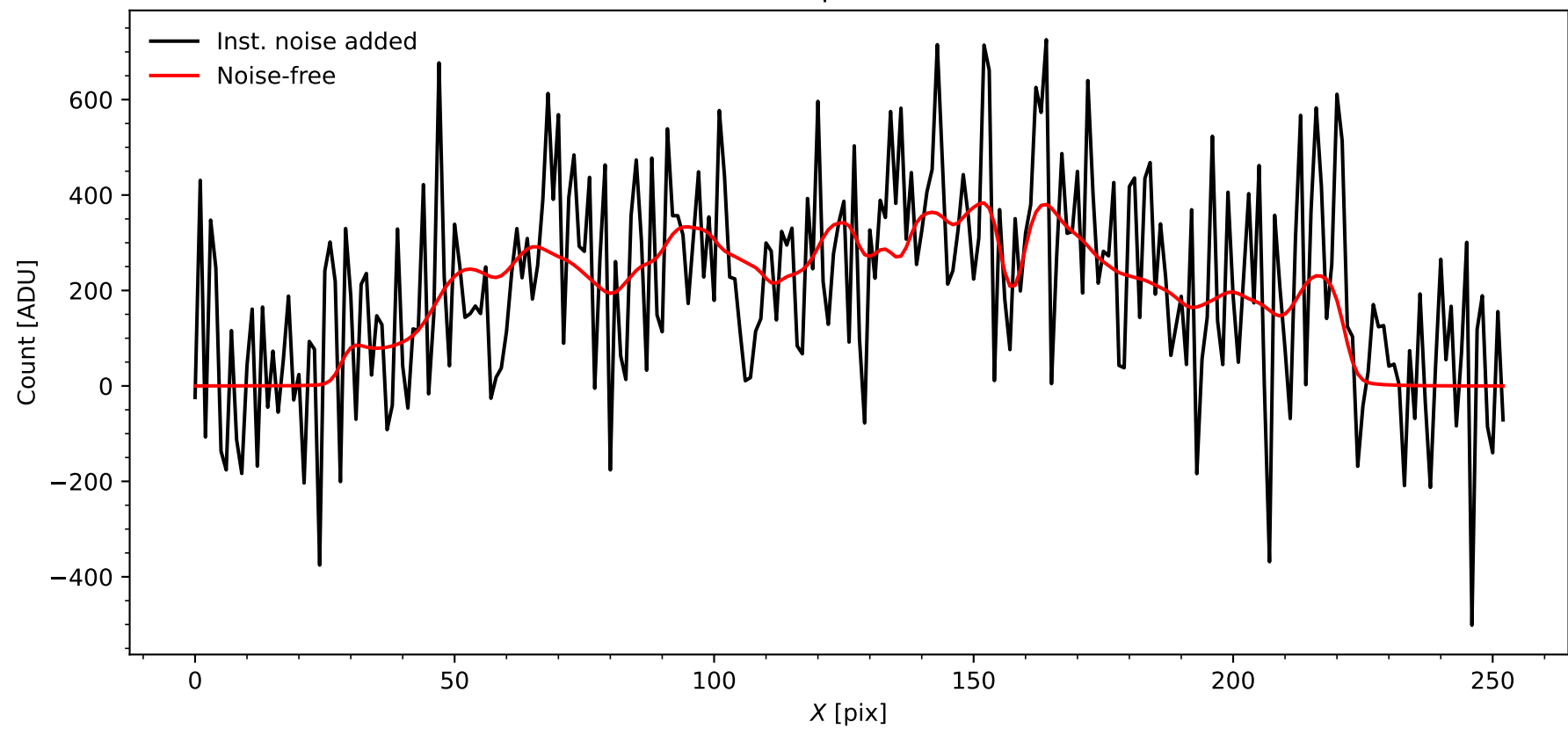
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

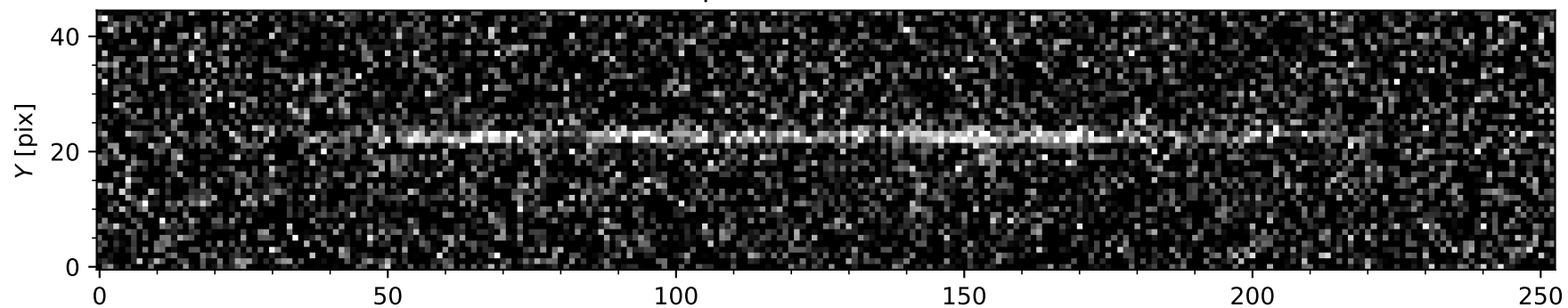


1d Spectrum

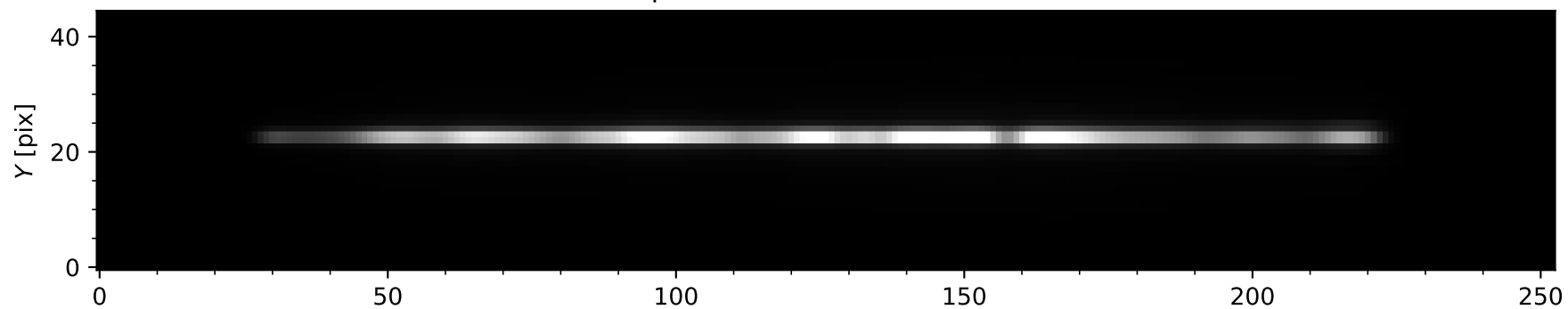


GROUP 1, SN 0, $z = 1.045$, OBS 4

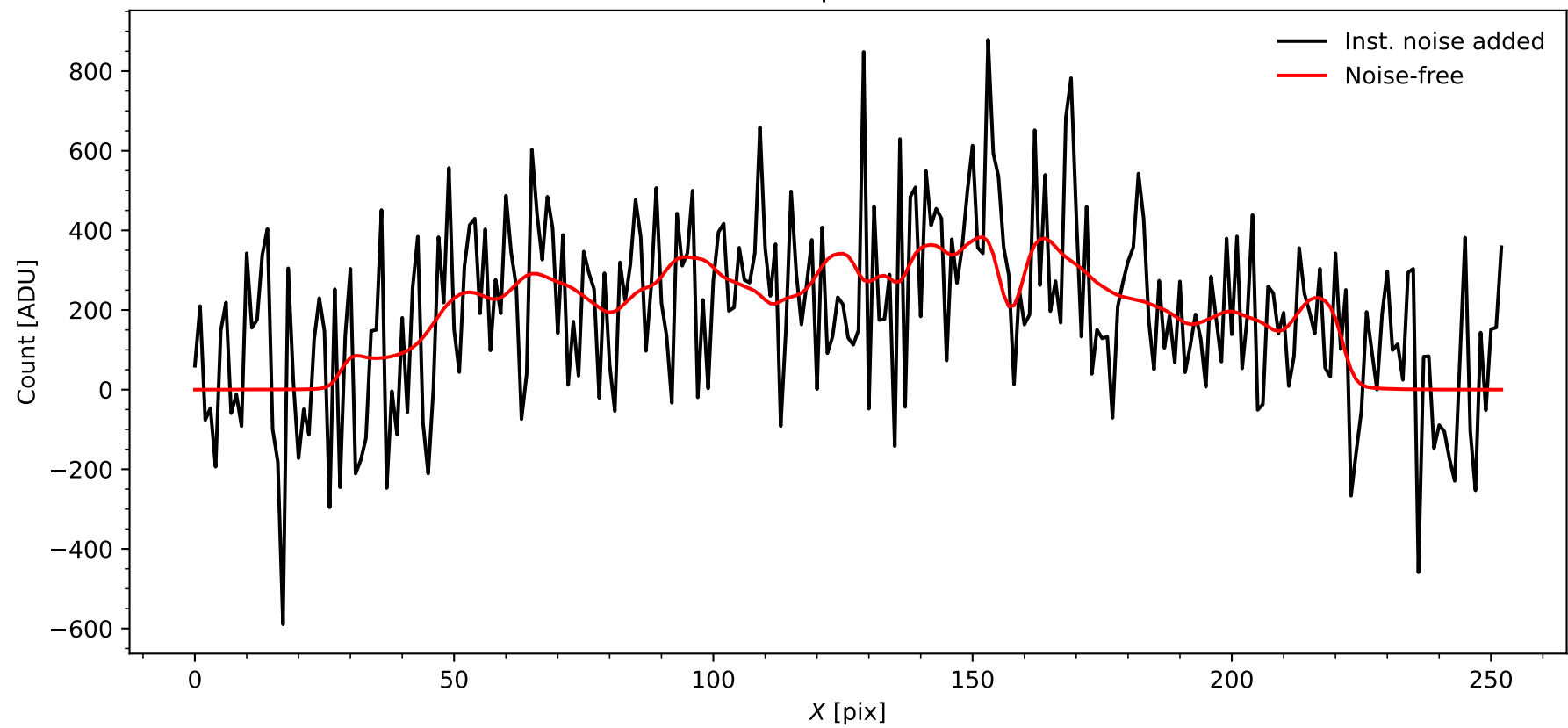
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

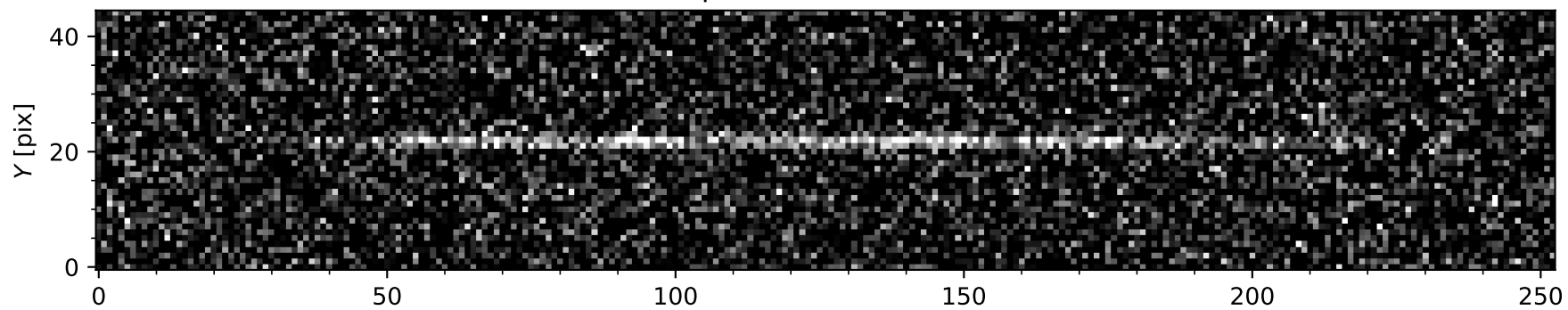


1d Spectrum

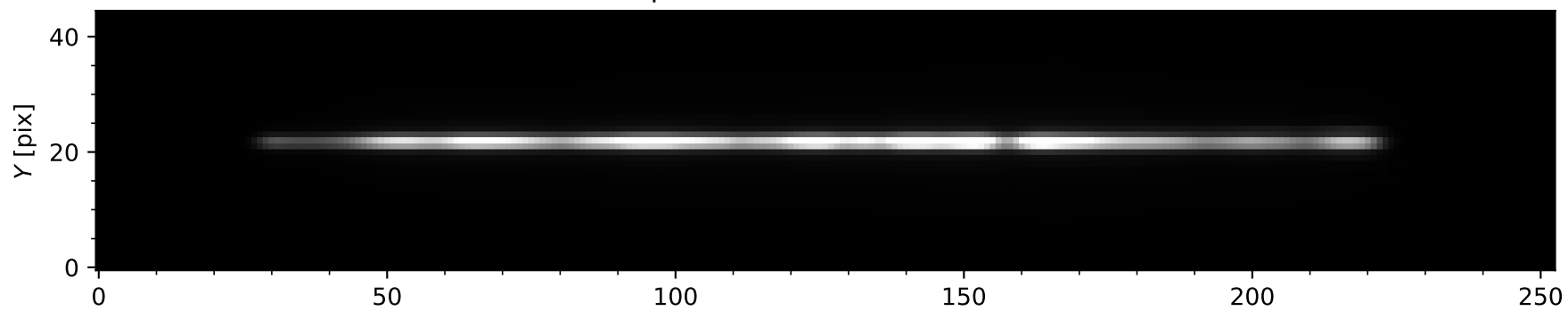


GROUP 1, SN 0, $z = 1.045$, OBS 5

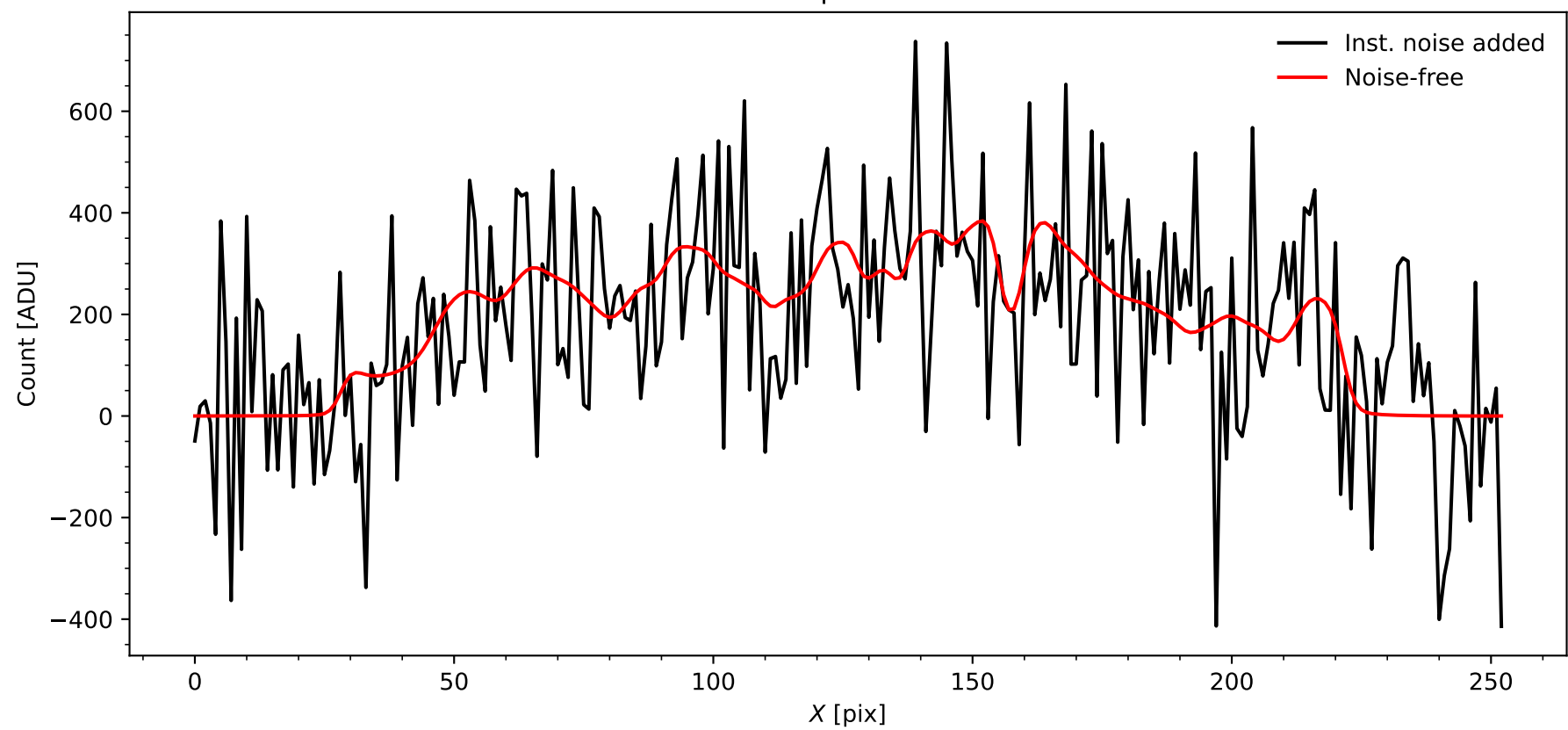
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

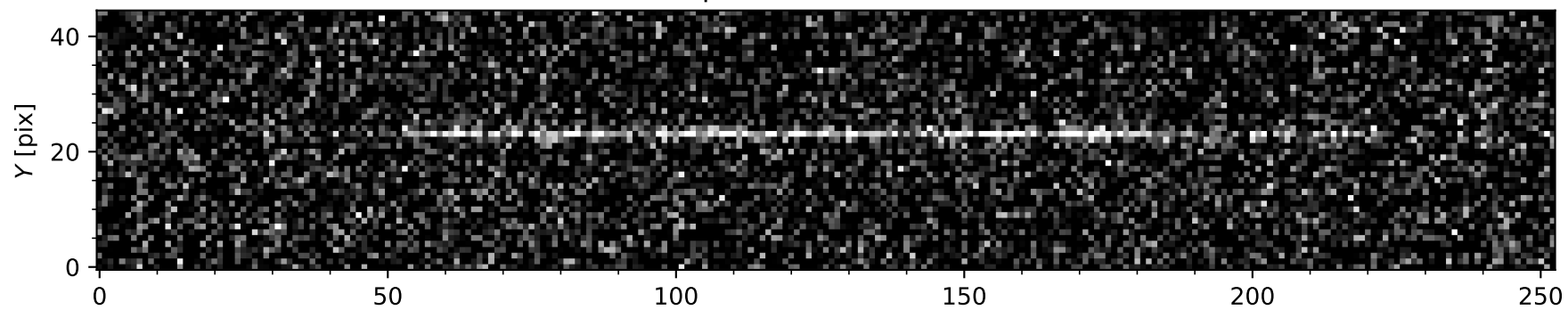


1d Spectrum

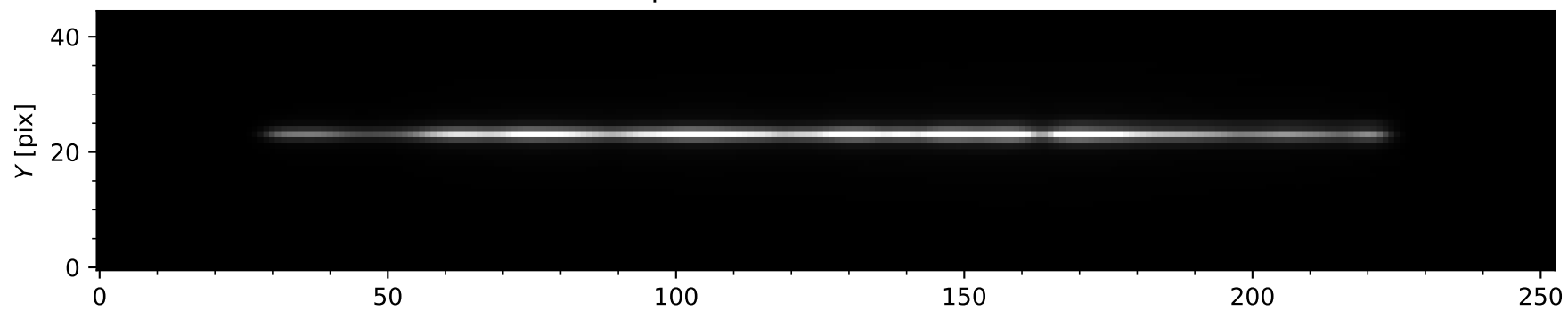


GROUP 1, SN1, $z = 1.103$, OBS 1

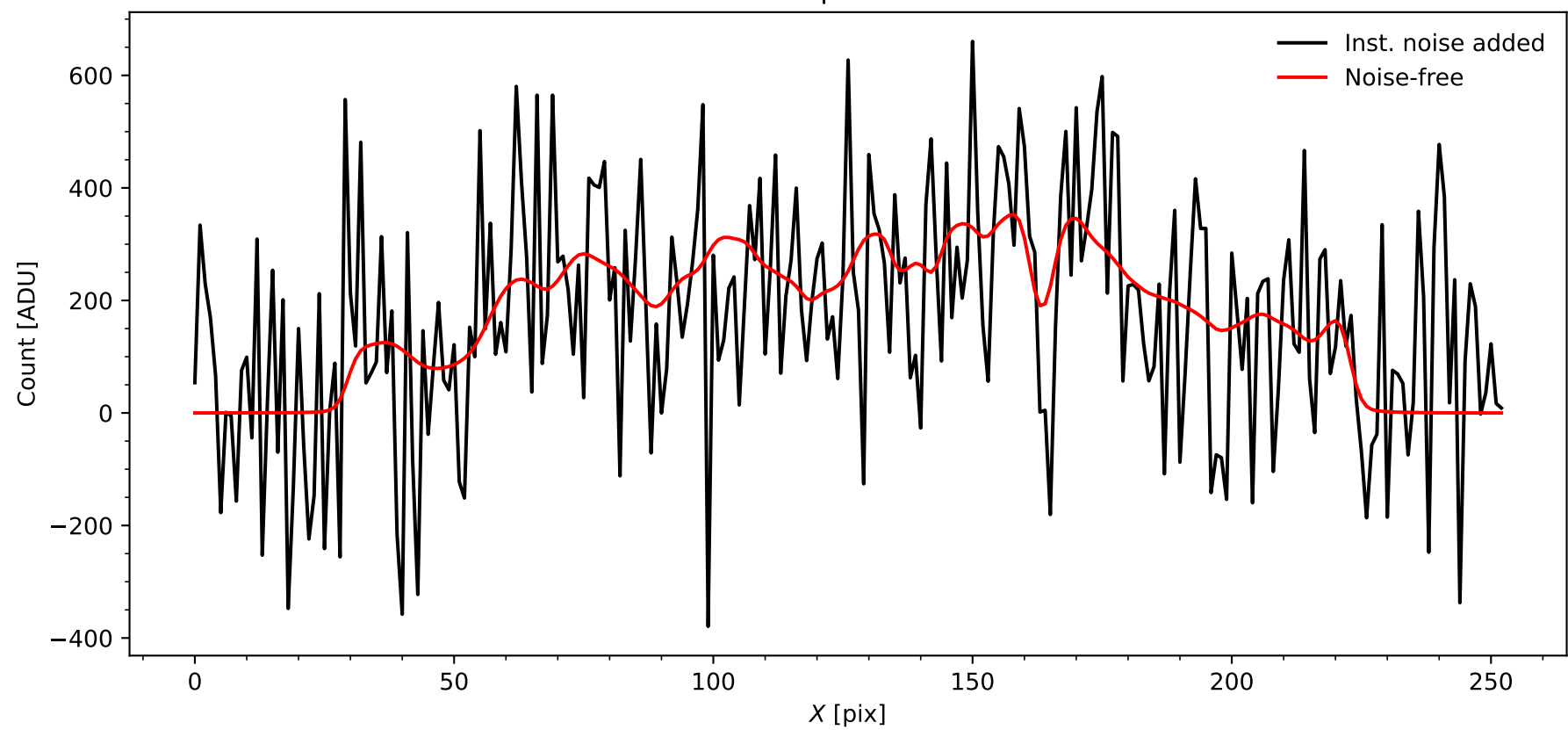
2d Spectrum --- noise-free



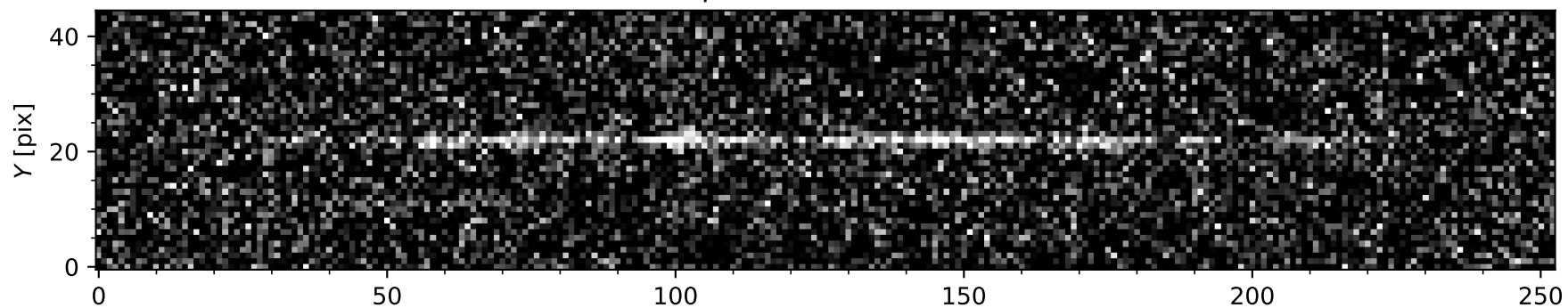
2d Spectrum --- inst. noise added



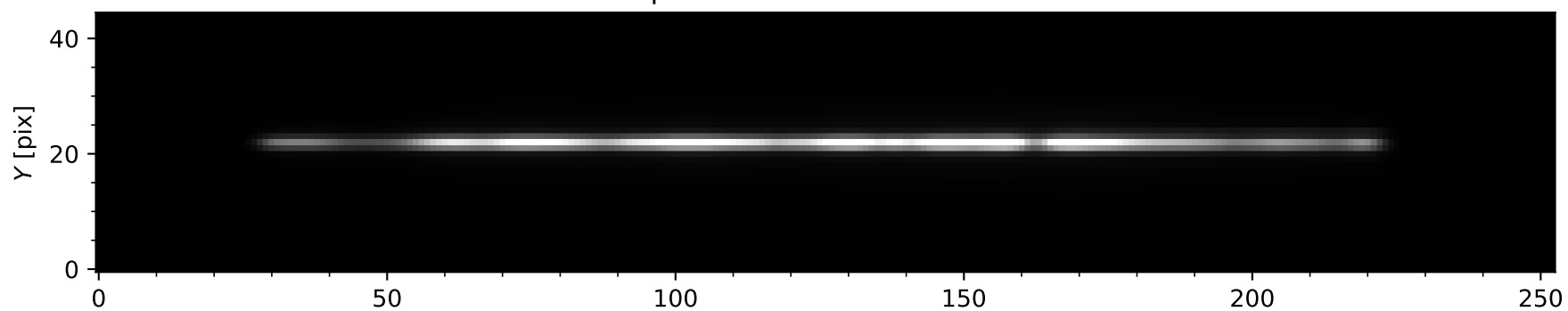
1d Spectrum



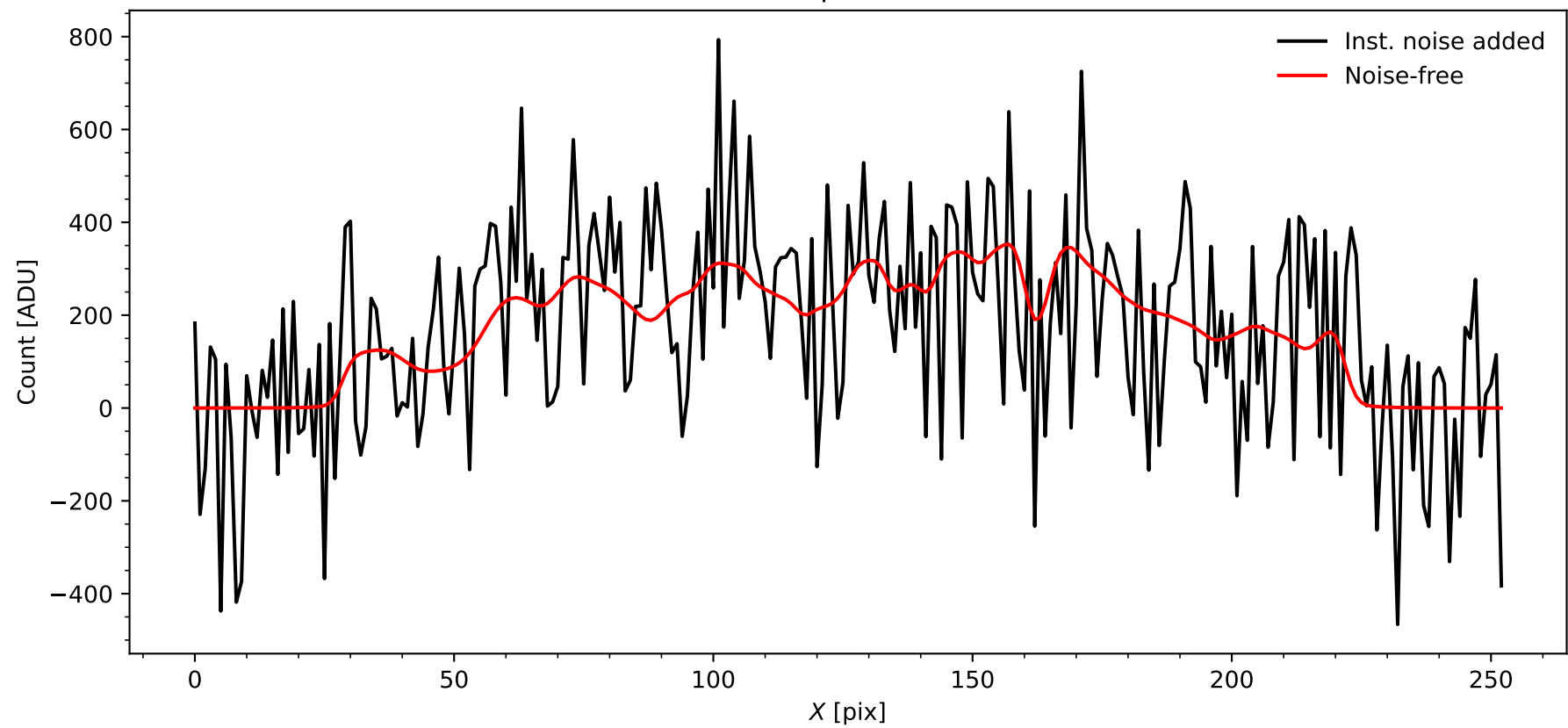
2d Spectrum --- noise-free



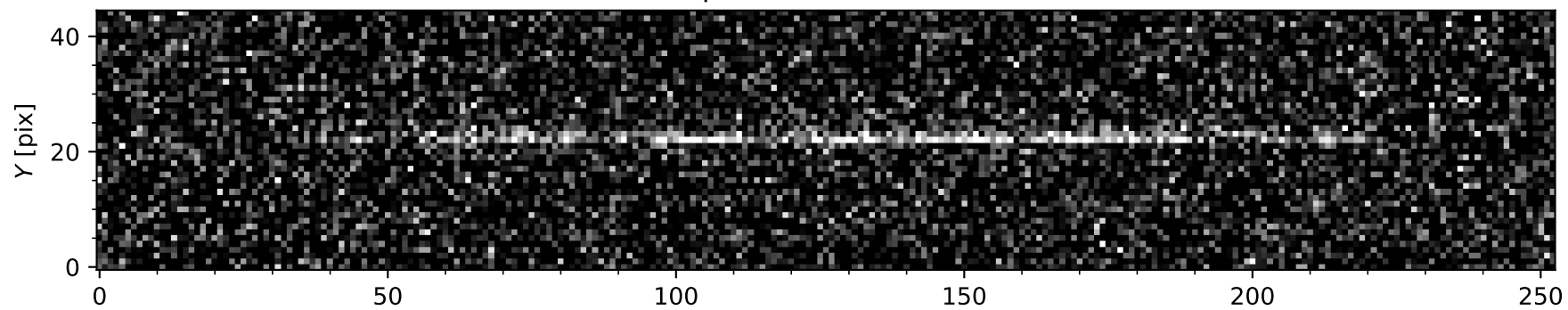
2d Spectrum --- inst. noise added



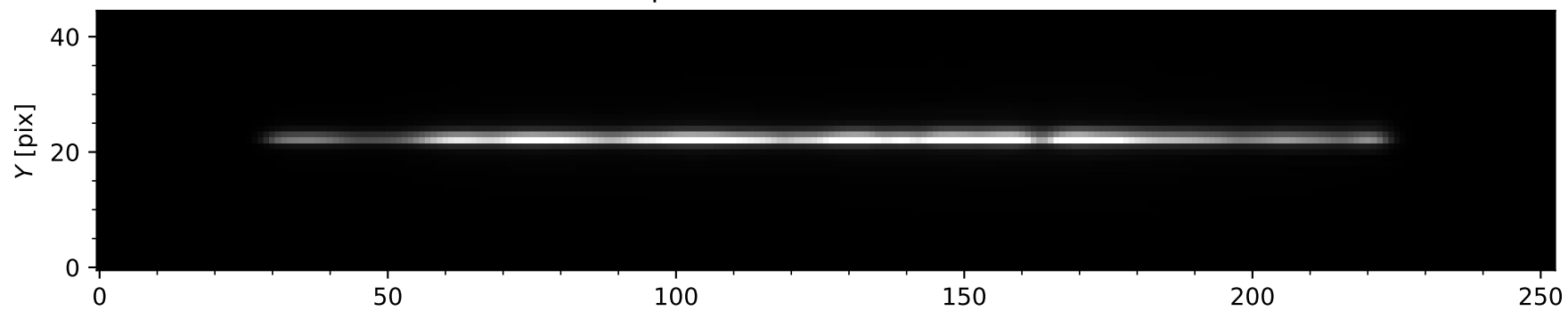
1d Spectrum



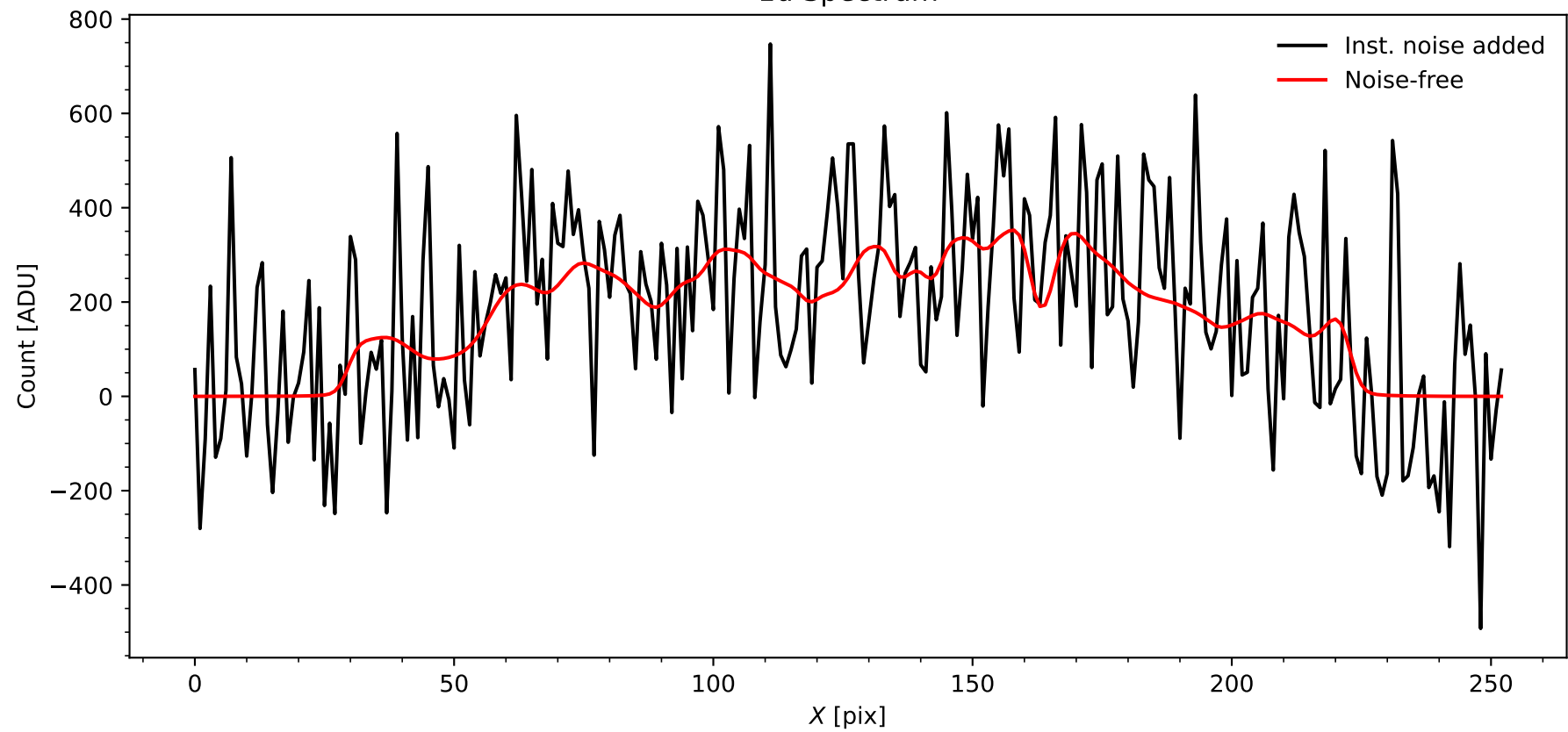
2d Spectrum --- noise-free



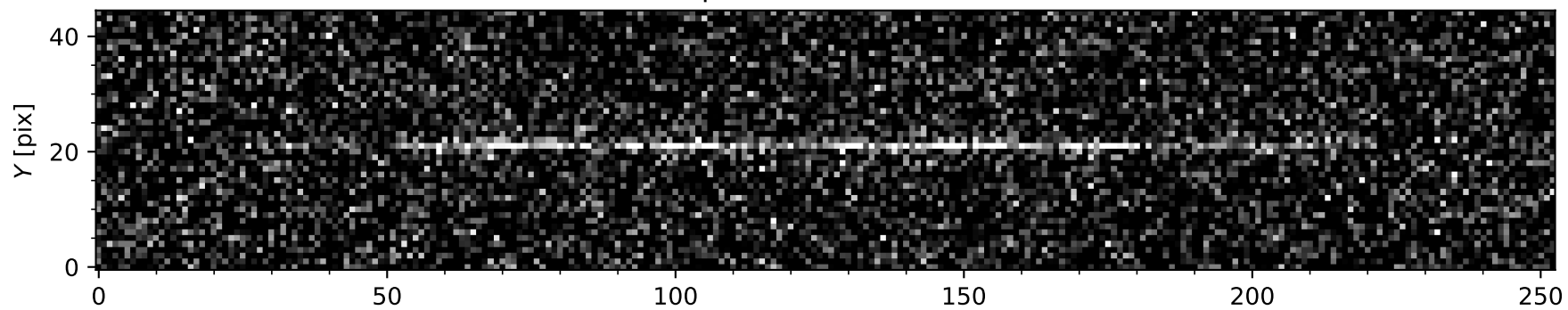
2d Spectrum --- inst. noise added



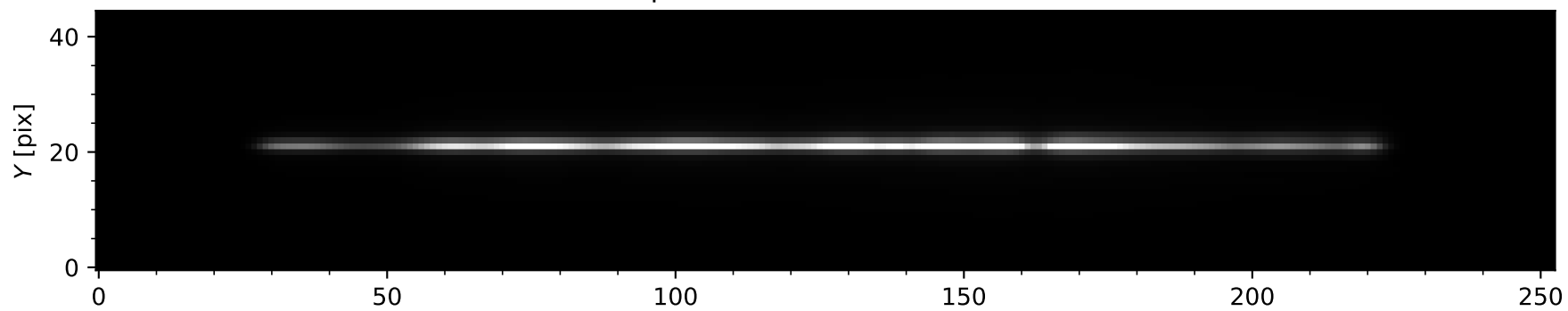
1d Spectrum



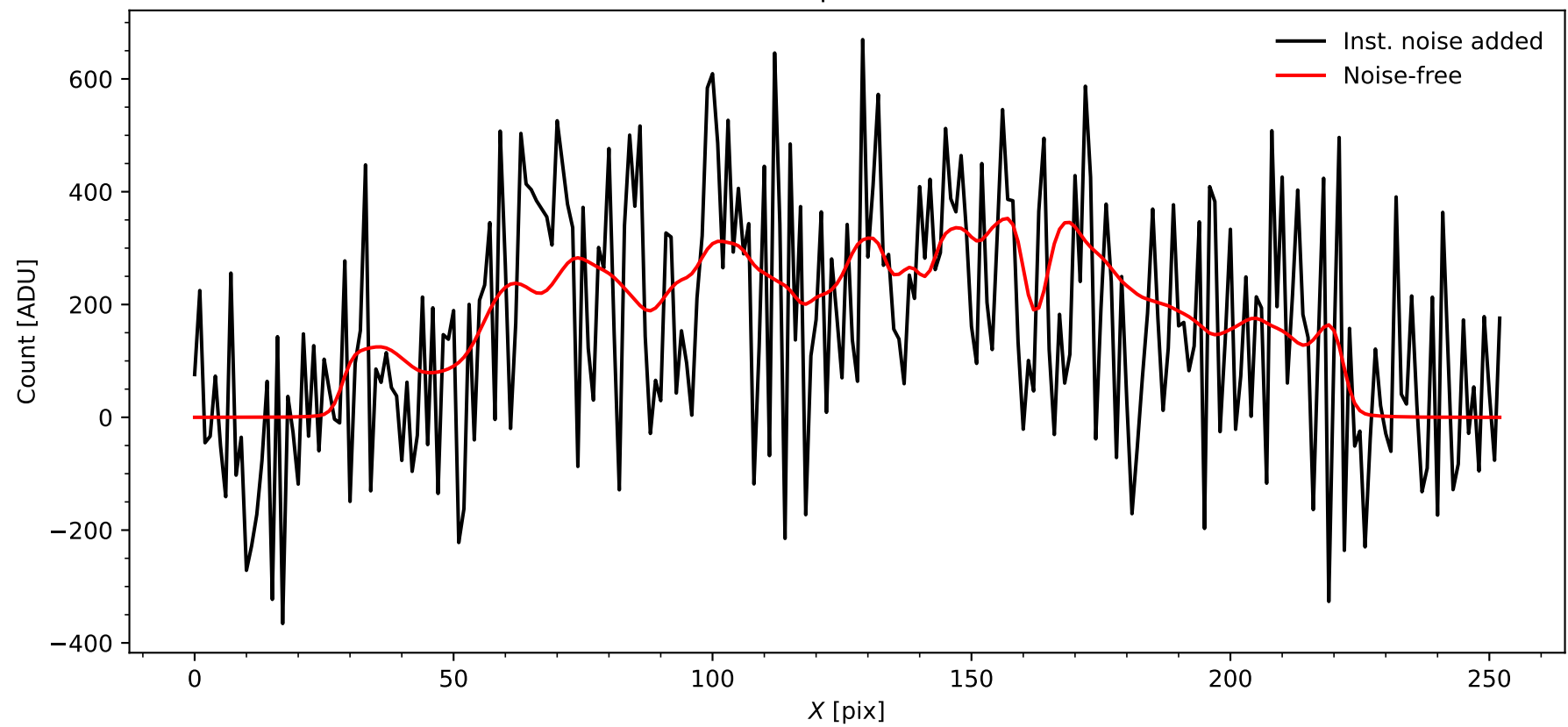
2d Spectrum --- noise-free



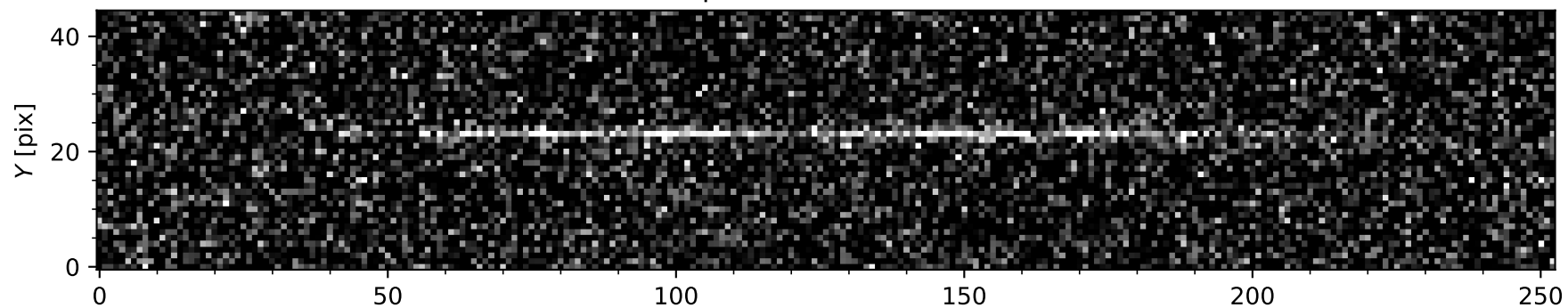
2d Spectrum --- inst. noise added



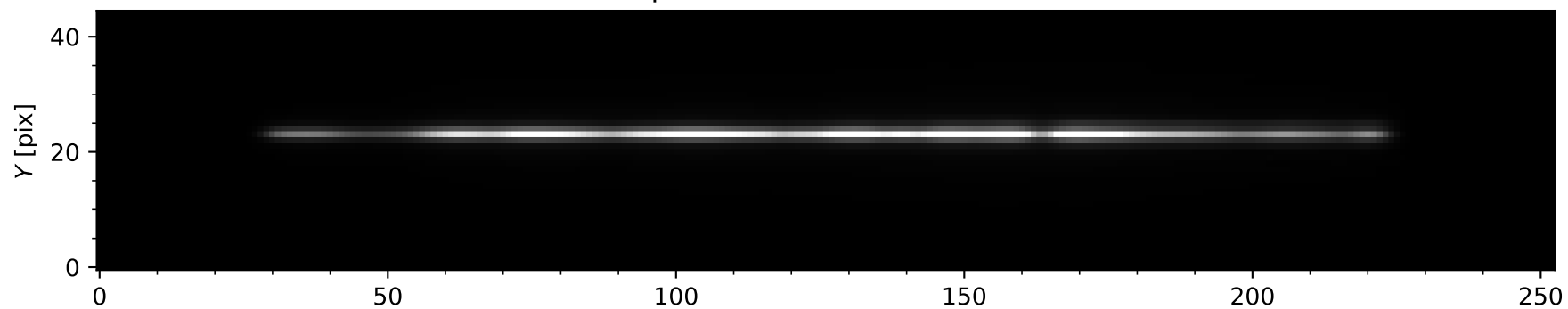
1d Spectrum



2d Spectrum --- noise-free



2d Spectrum --- inst. noise added



1d Spectrum

