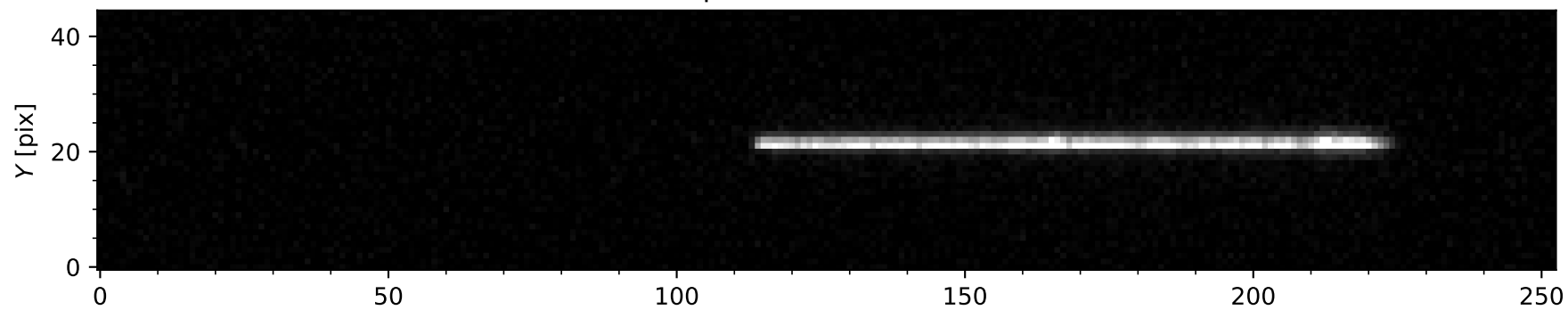
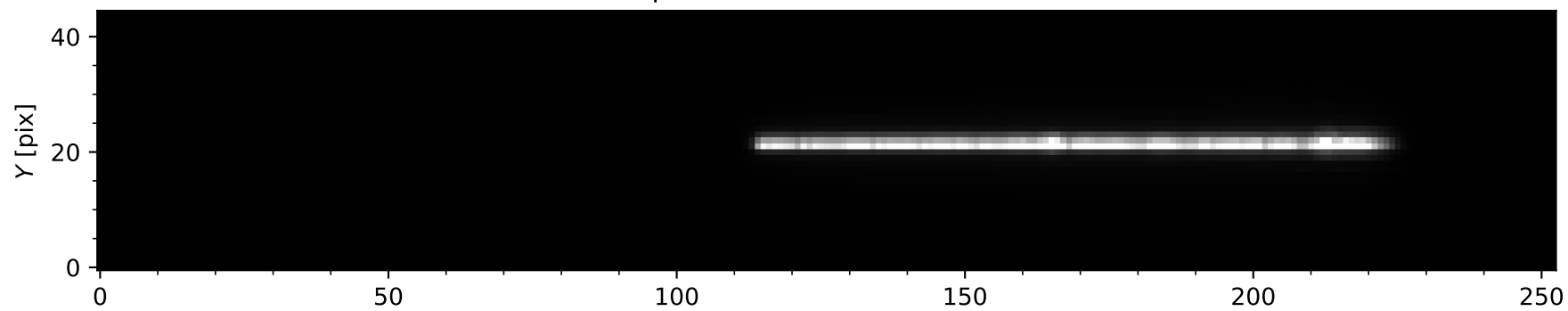


# ELG GROUP 0, OBS 1

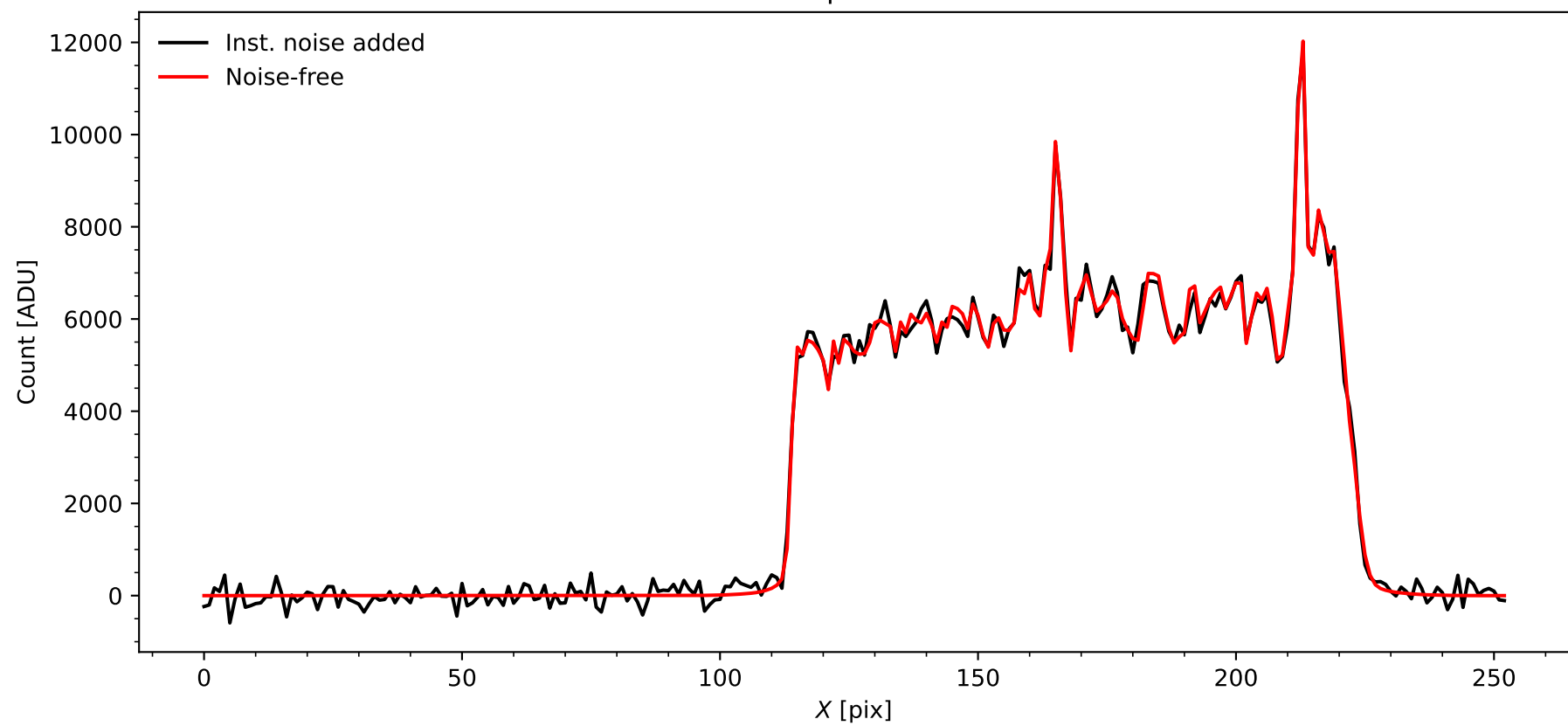
## 2d Spectrum --- noise-free



## 2d Spectrum --- inst. noise added

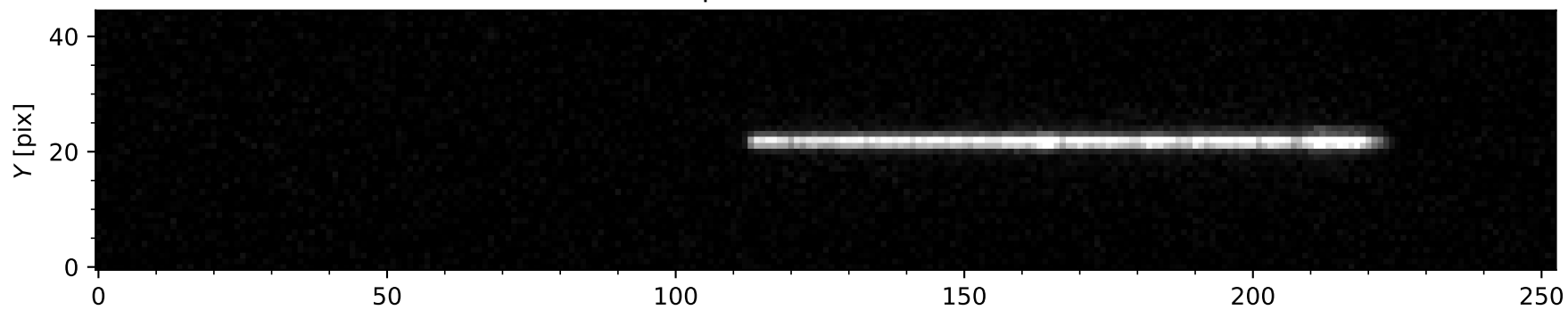


## 1d Spectrum

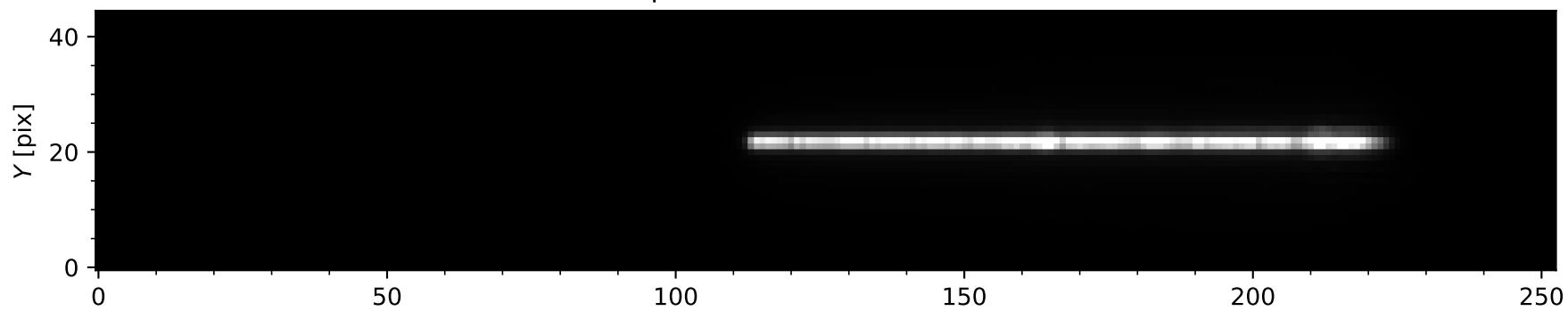


# ELG GROUP 0, OBS 2

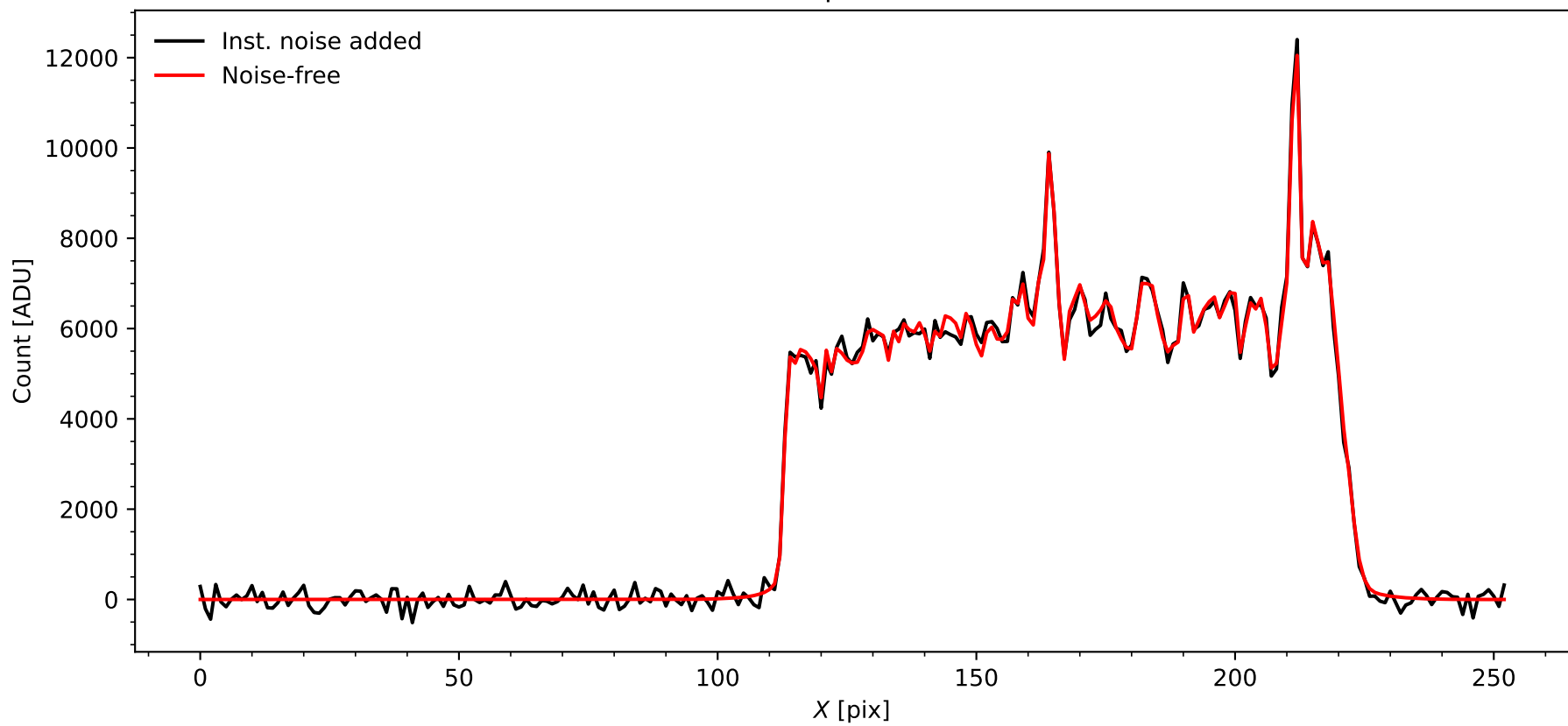
## 2d Spectrum --- noise-free



## 2d Spectrum --- inst. noise added

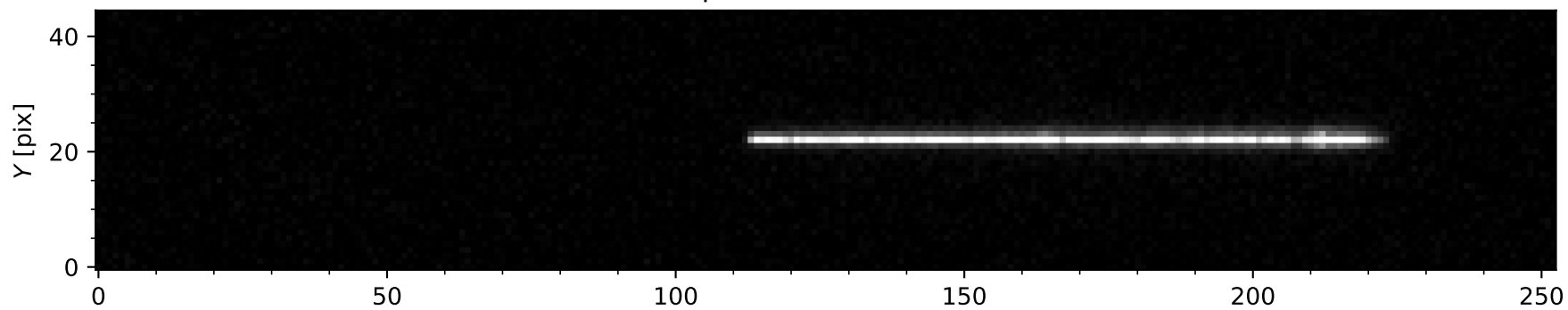


## 1d Spectrum

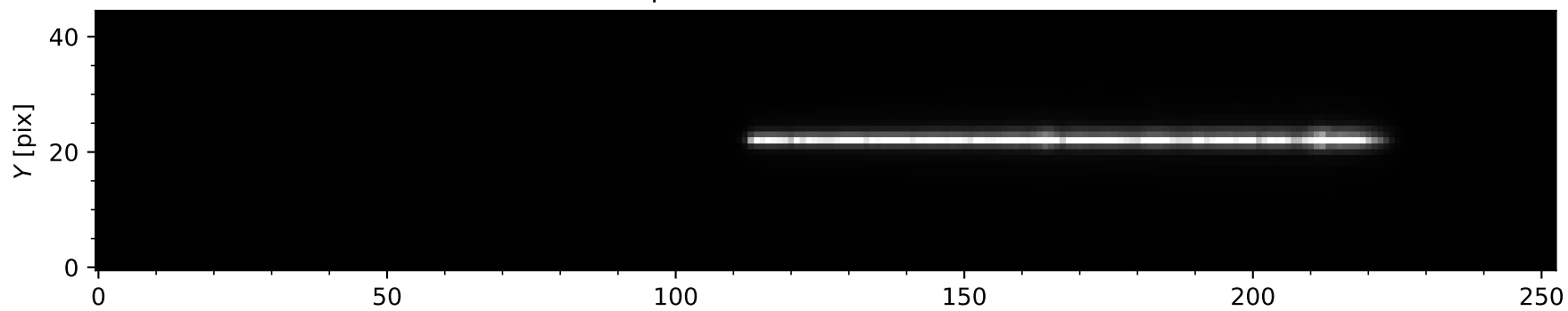


# ELG GROUP 0, OBS 3

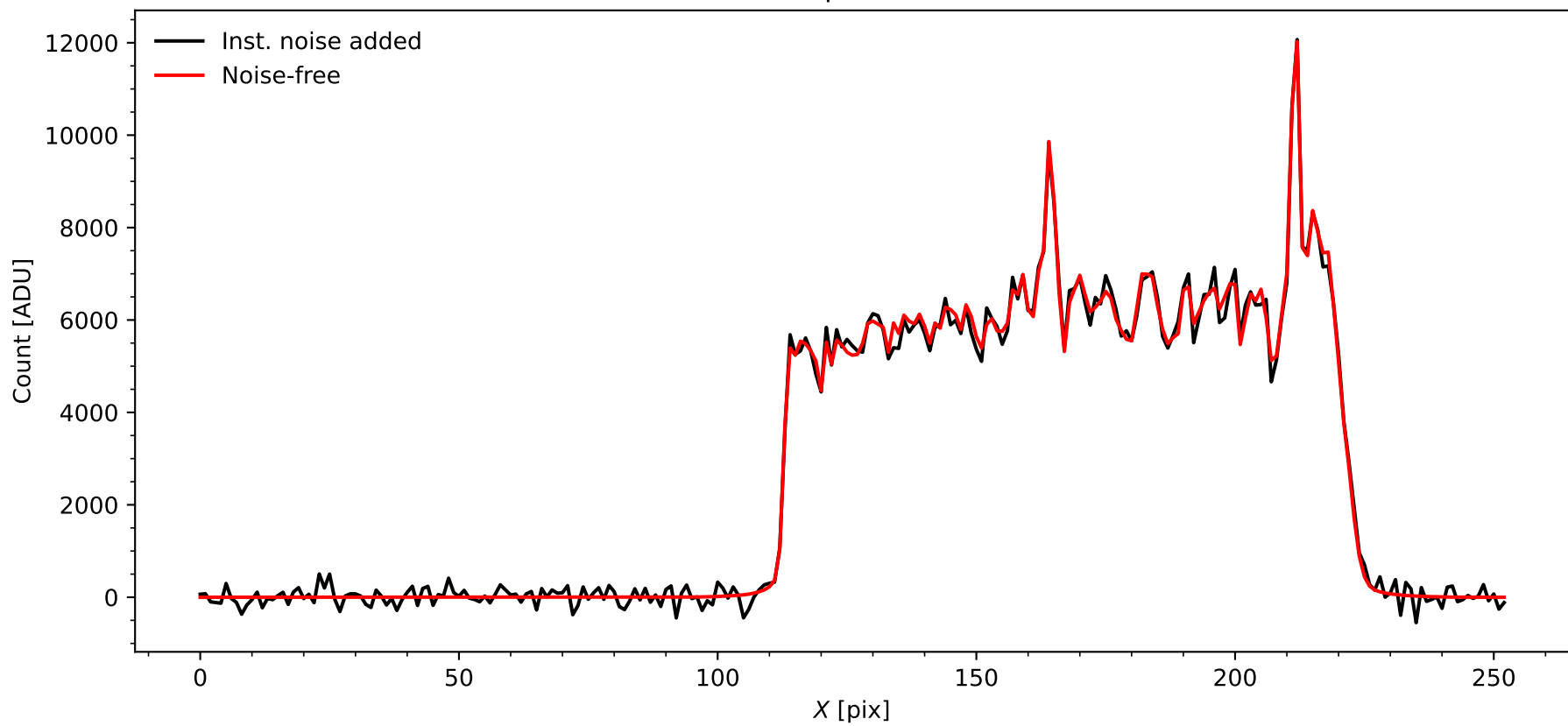
## 2d Spectrum --- noise-free



## 2d Spectrum --- inst. noise added

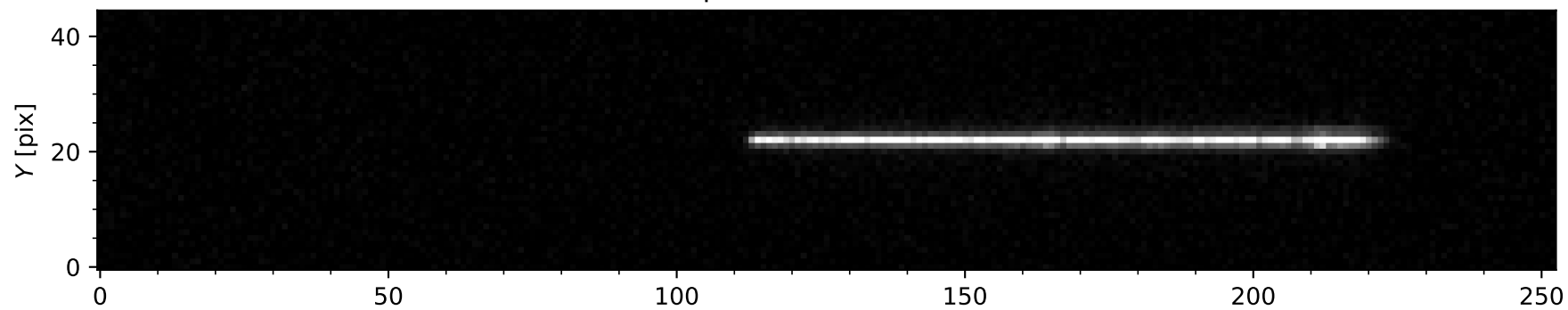


## 1d Spectrum

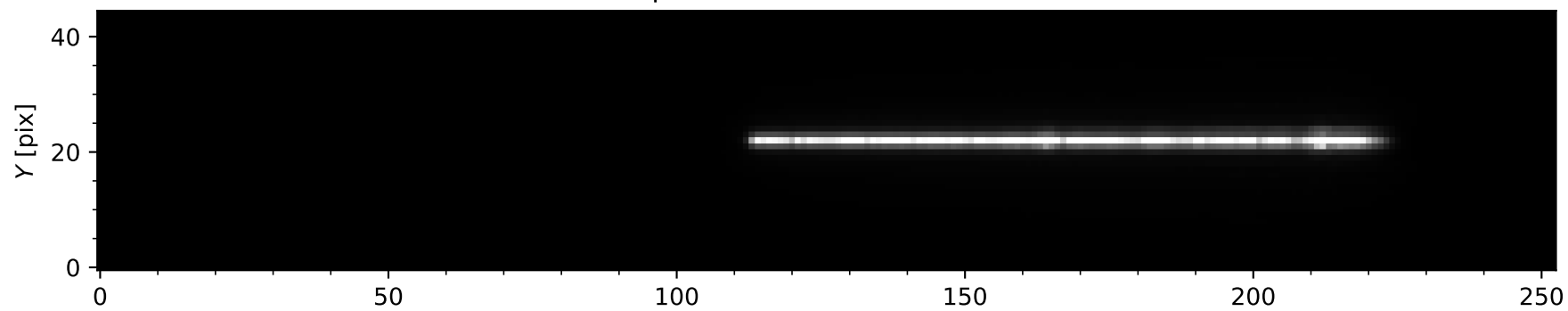


# ELG GROUP 0, OBS 4

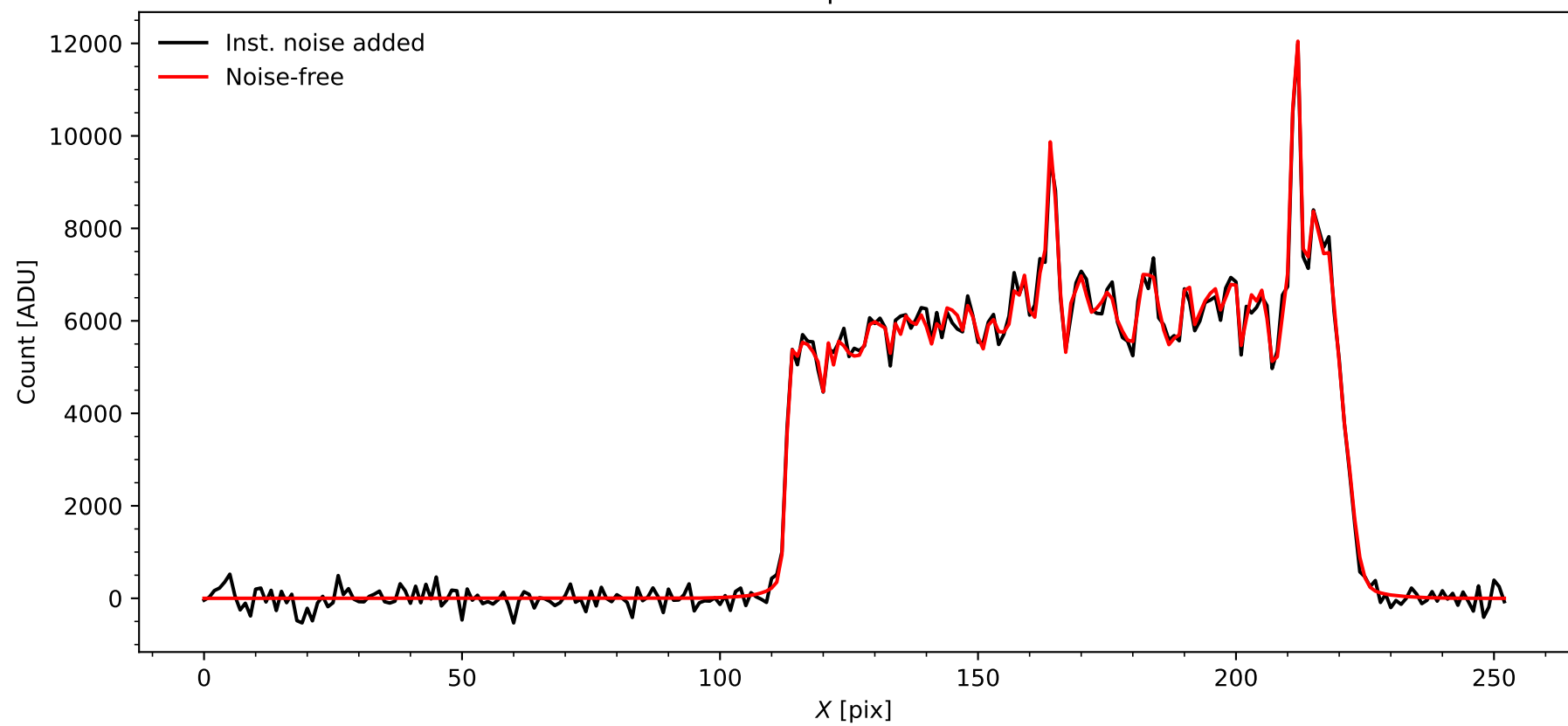
## 2d Spectrum --- noise-free



## 2d Spectrum --- inst. noise added

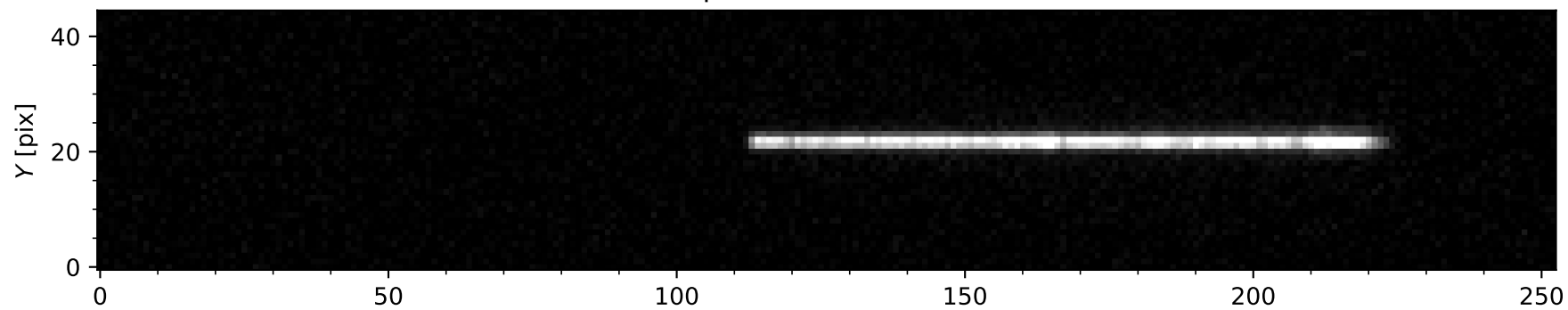


## 1d Spectrum

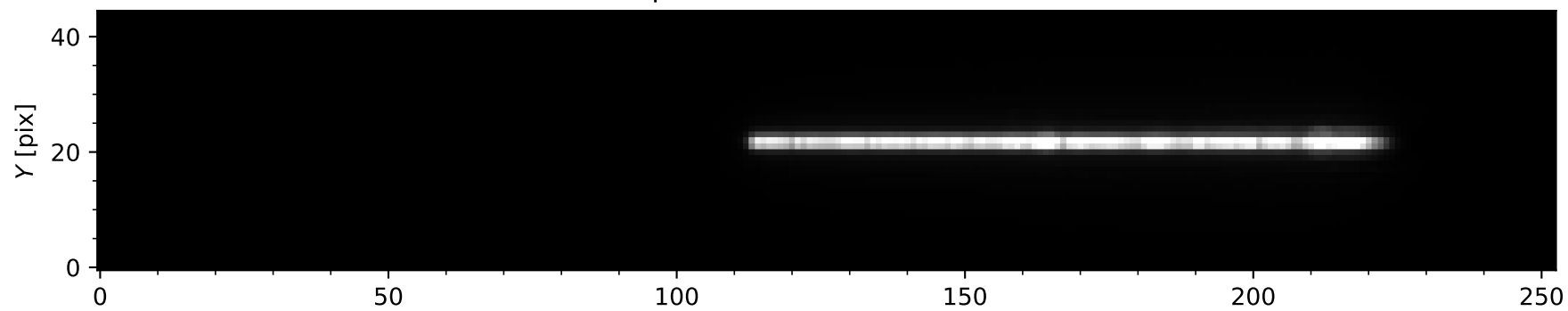


# ELG GROUP 0, OBS 5

## 2d Spectrum --- noise-free



## 2d Spectrum --- inst. noise added



## 1d Spectrum

