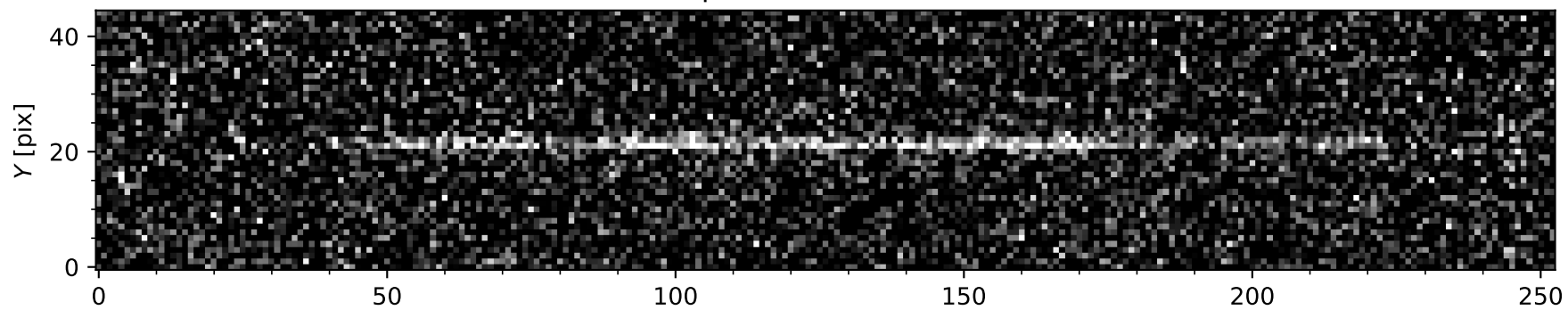
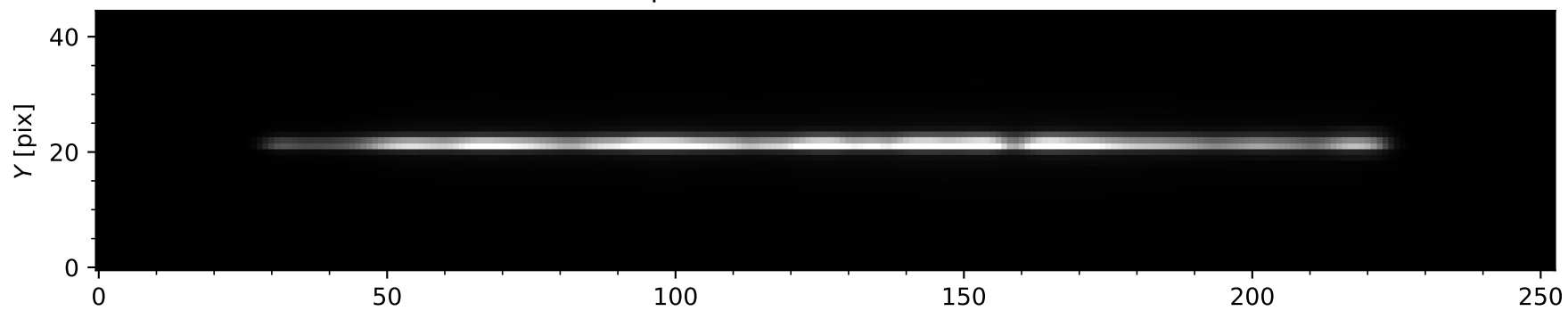


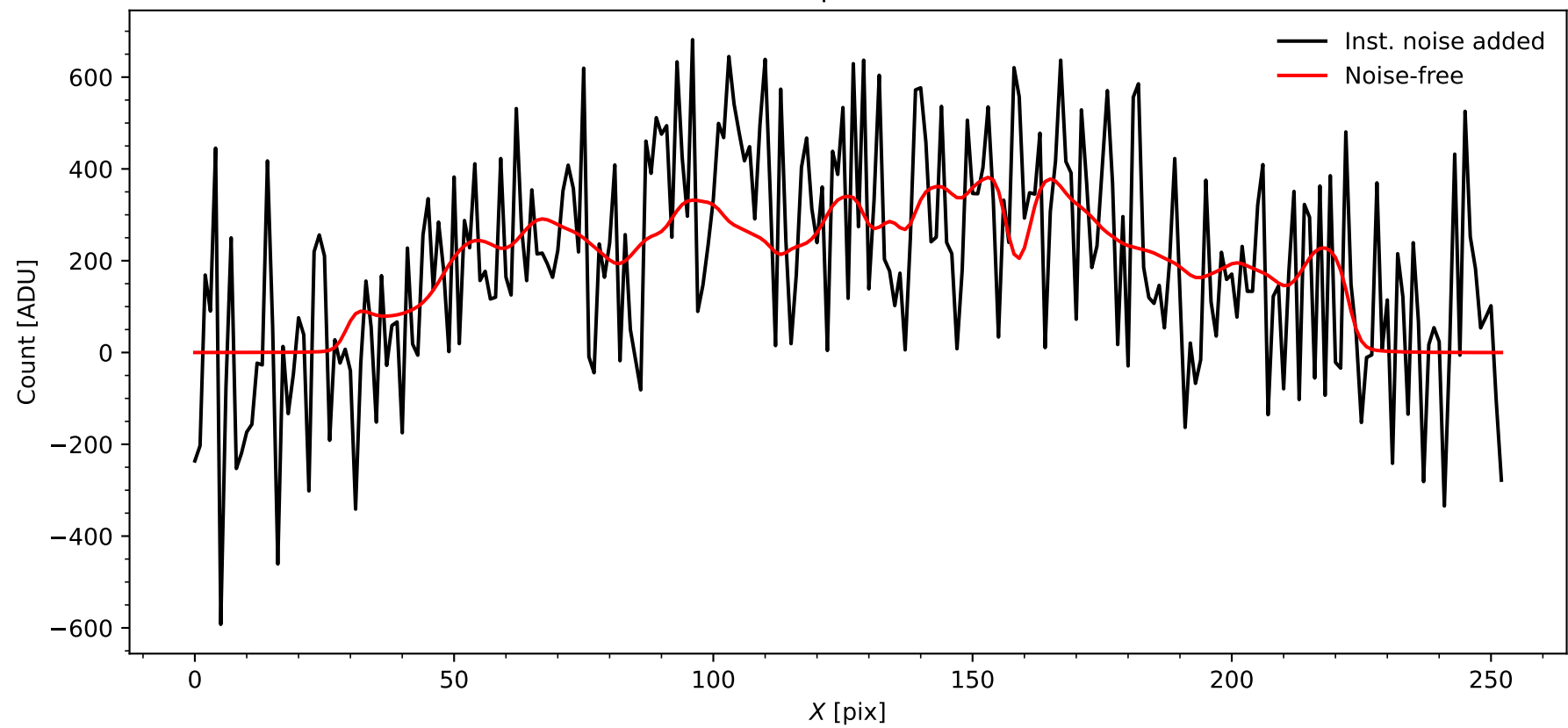
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

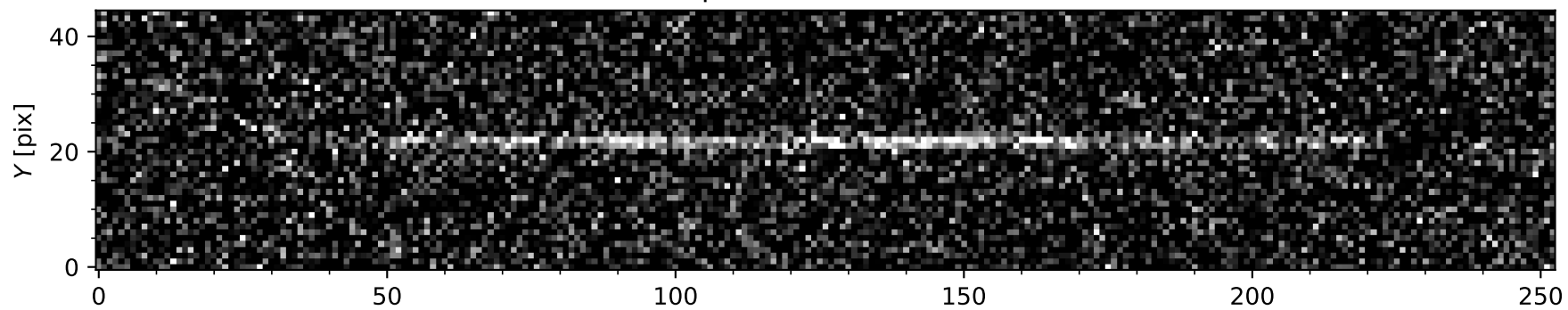


1d Spectrum

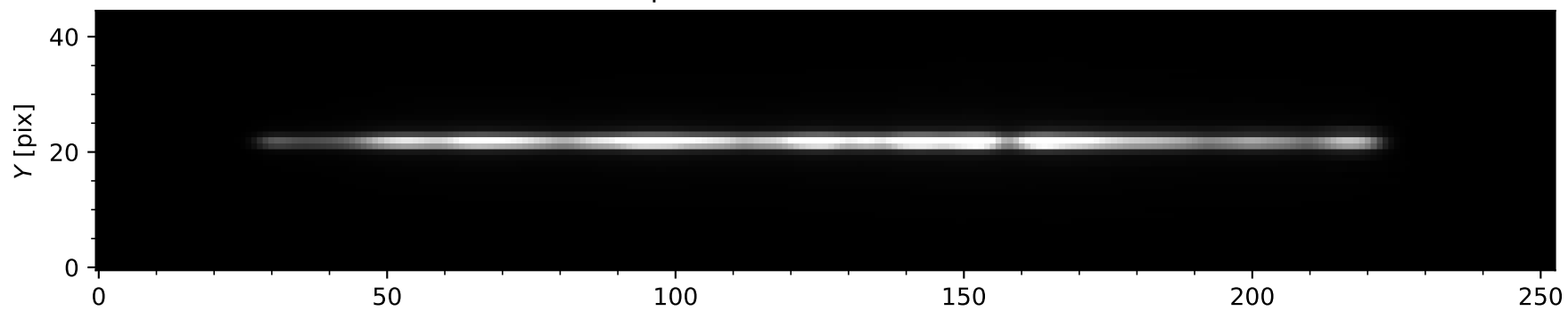


GROUP 0, SN 0, $z = 1.049$, OBS 2

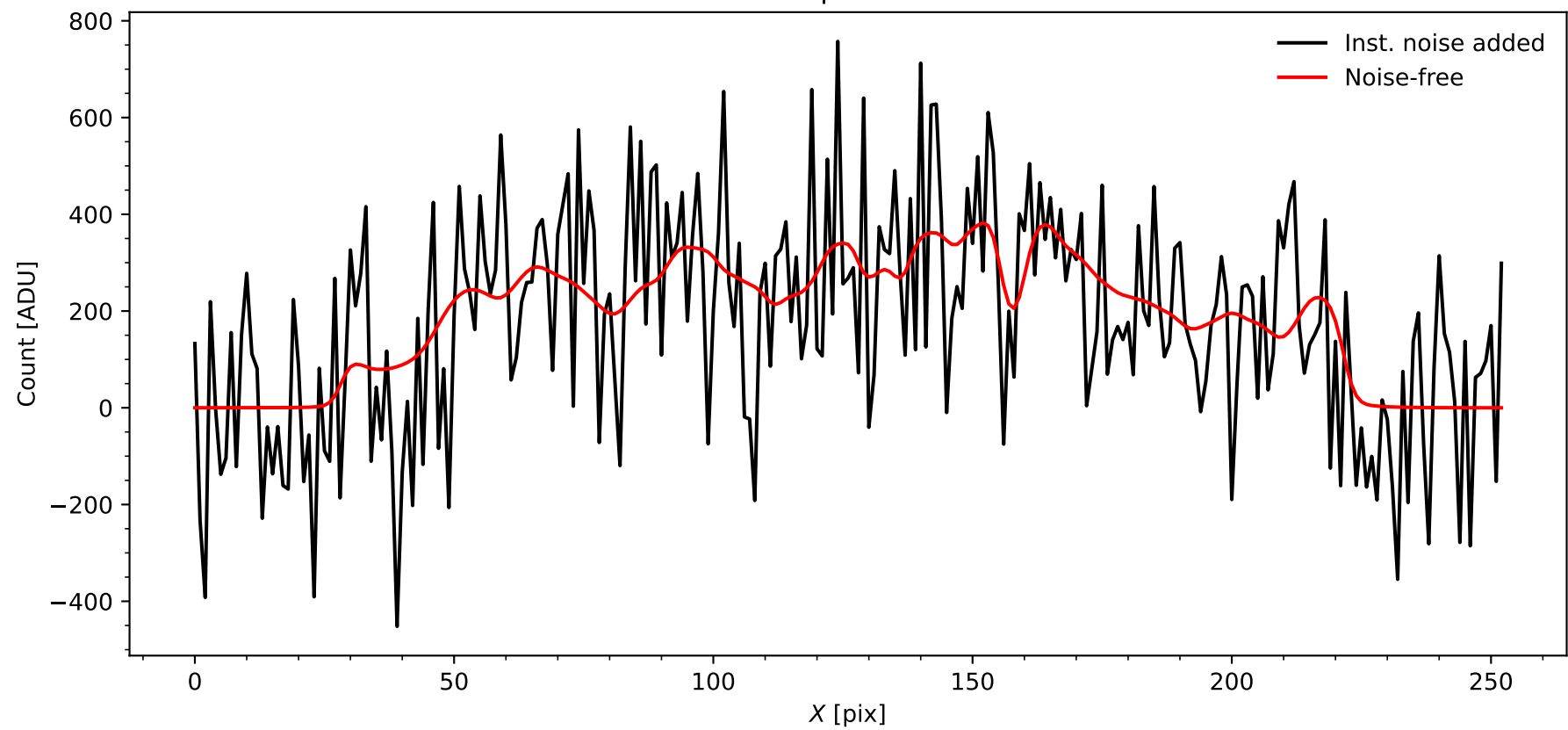
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

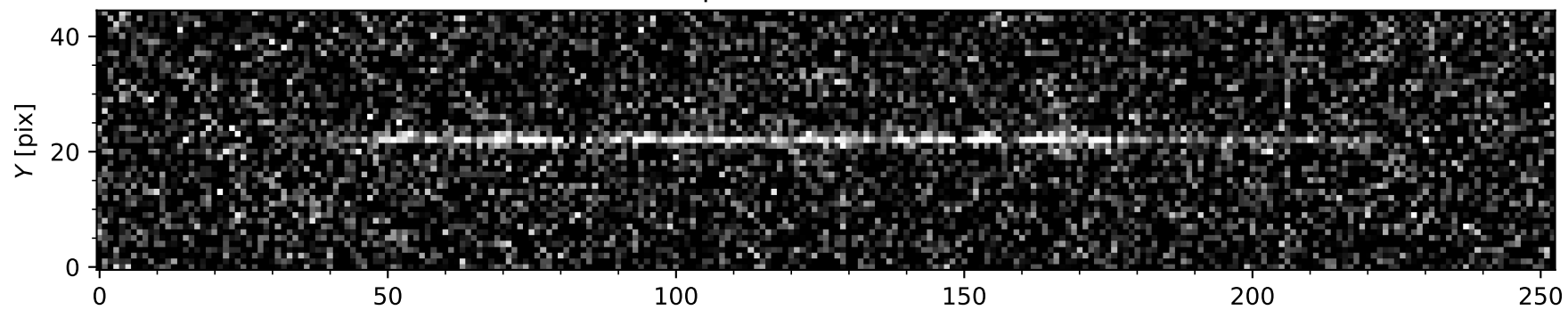


1d Spectrum

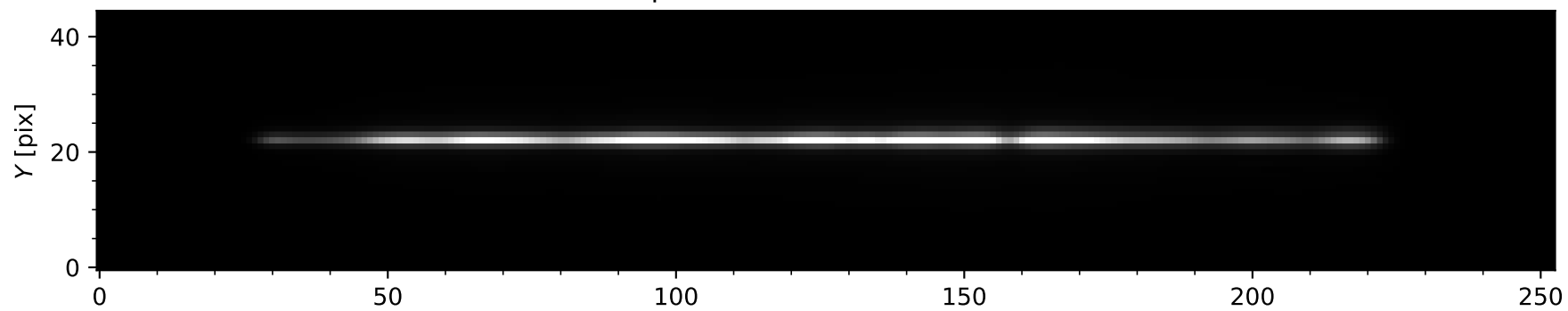


GROUP 0, SN 0, $z = 1.049$, OBS 3

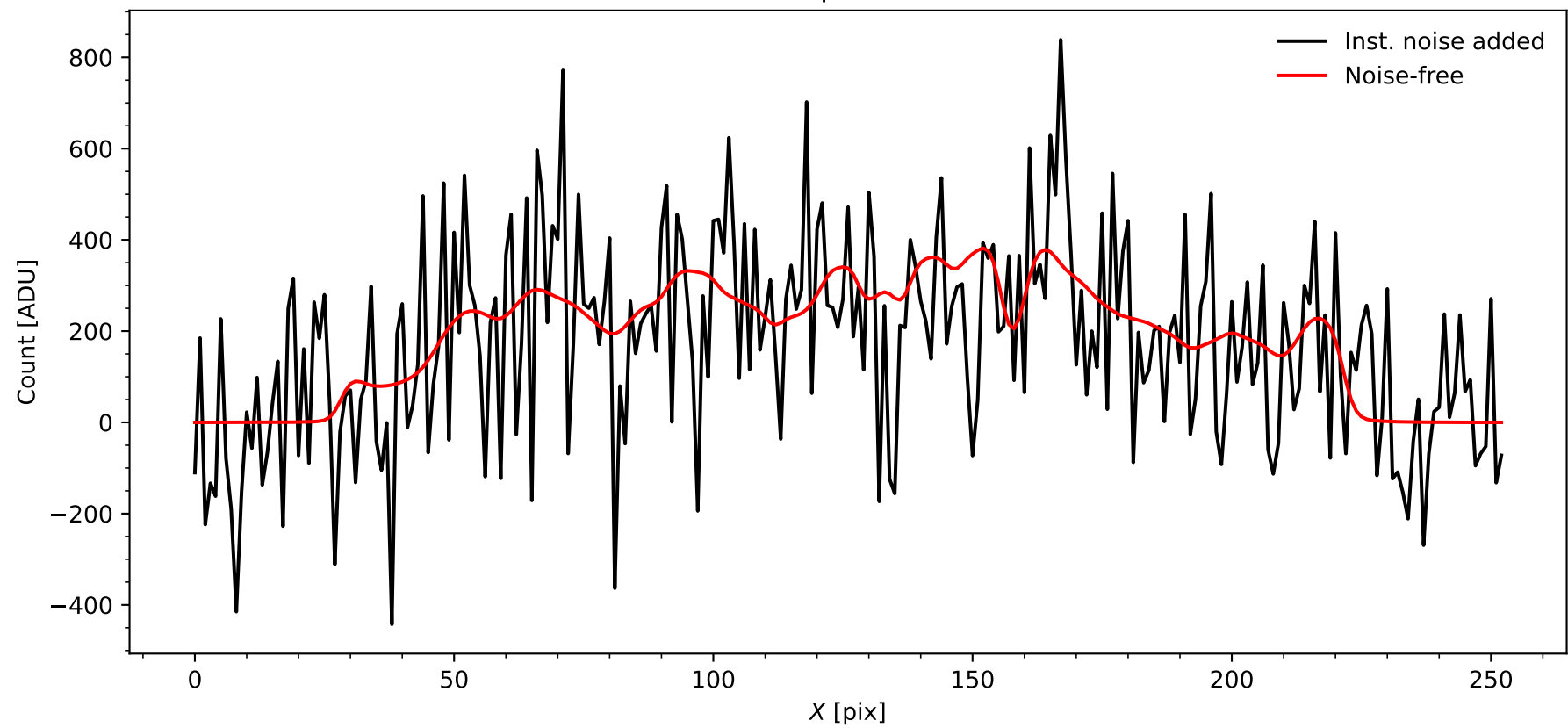
2d Spectrum --- noise-free



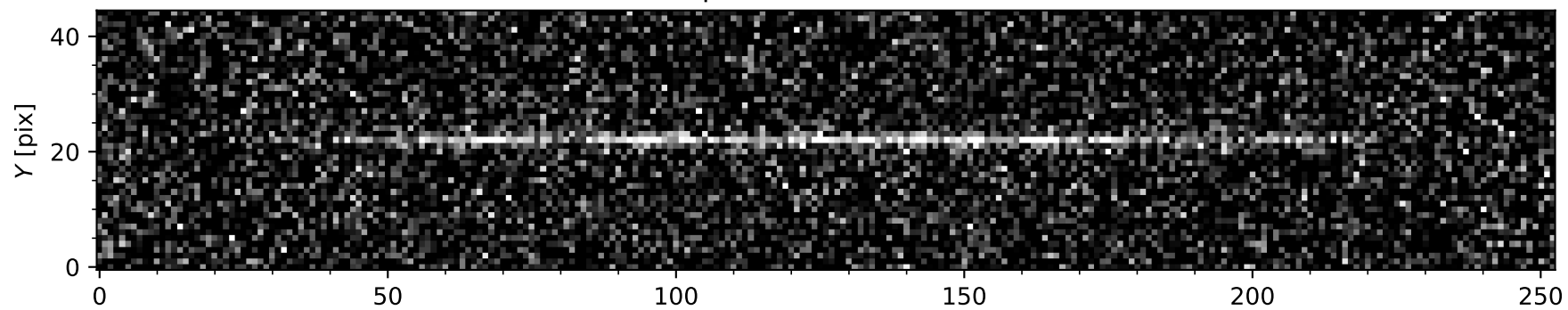
2d Spectrum --- inst. noise added



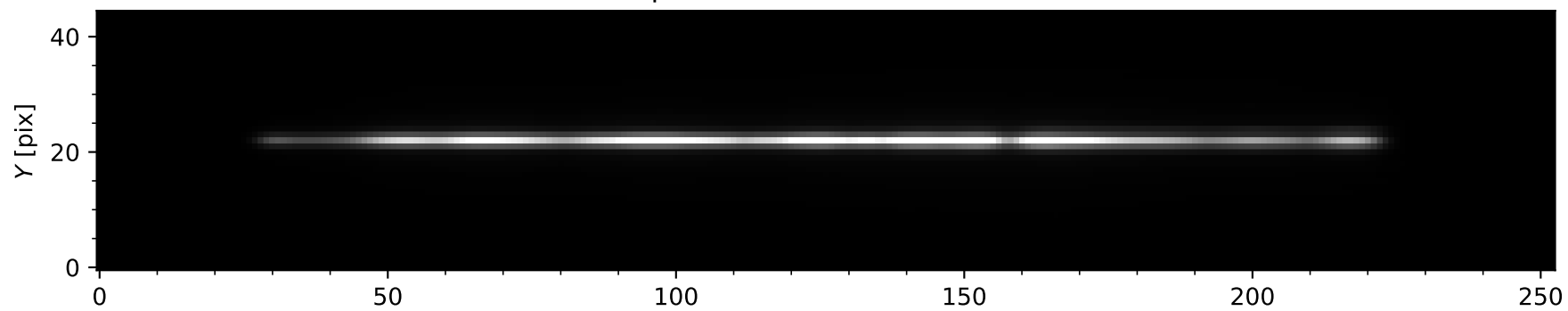
1d Spectrum



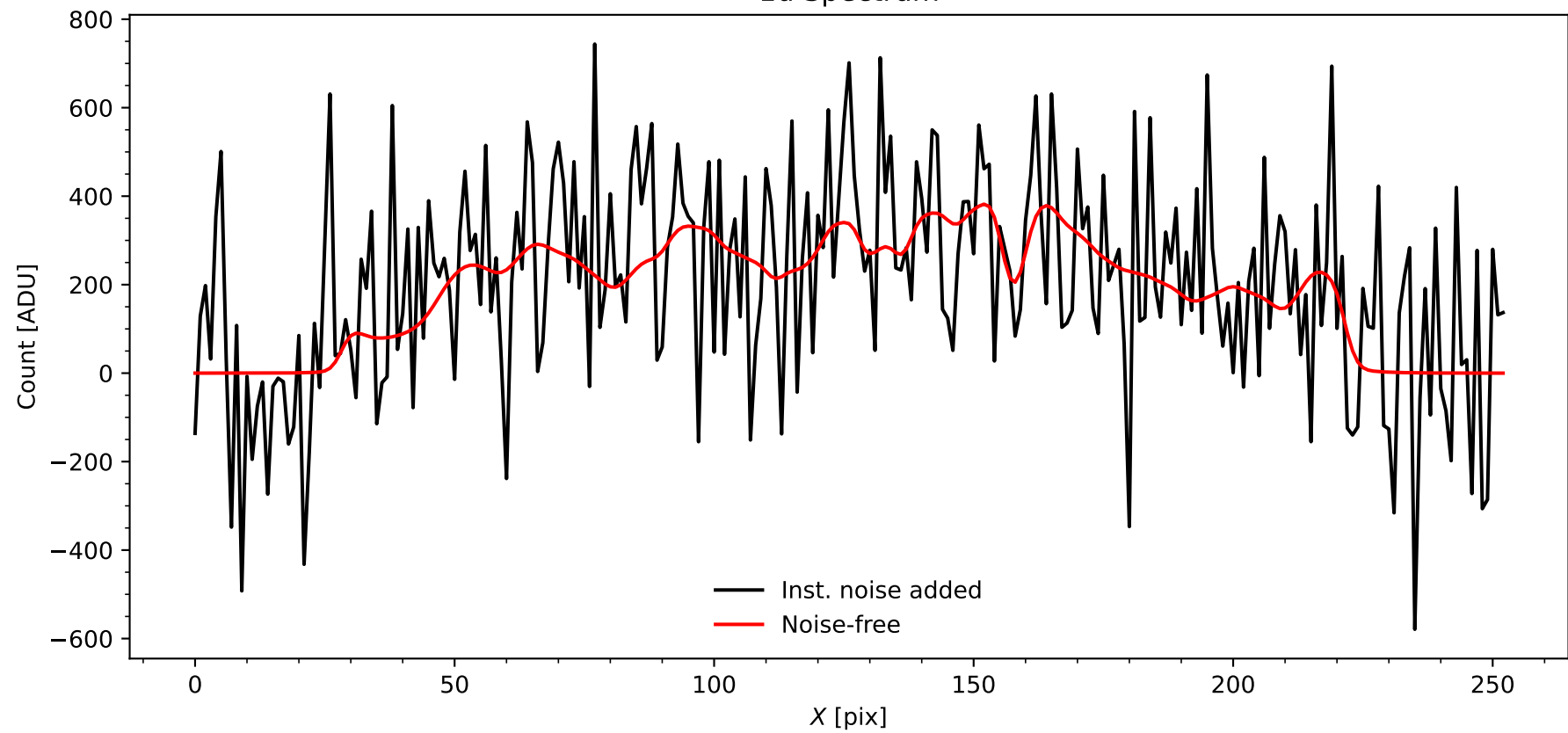
2d Spectrum --- noise-free



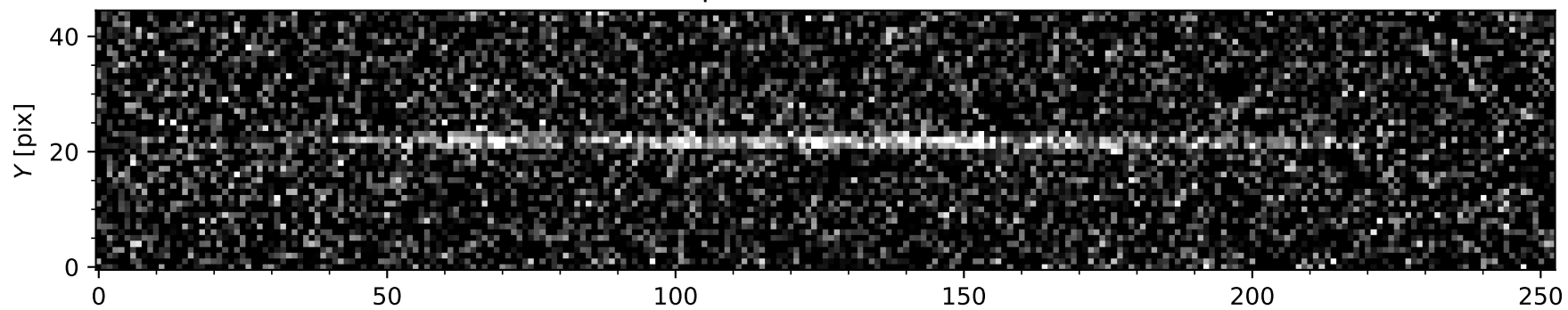
2d Spectrum --- inst. noise added



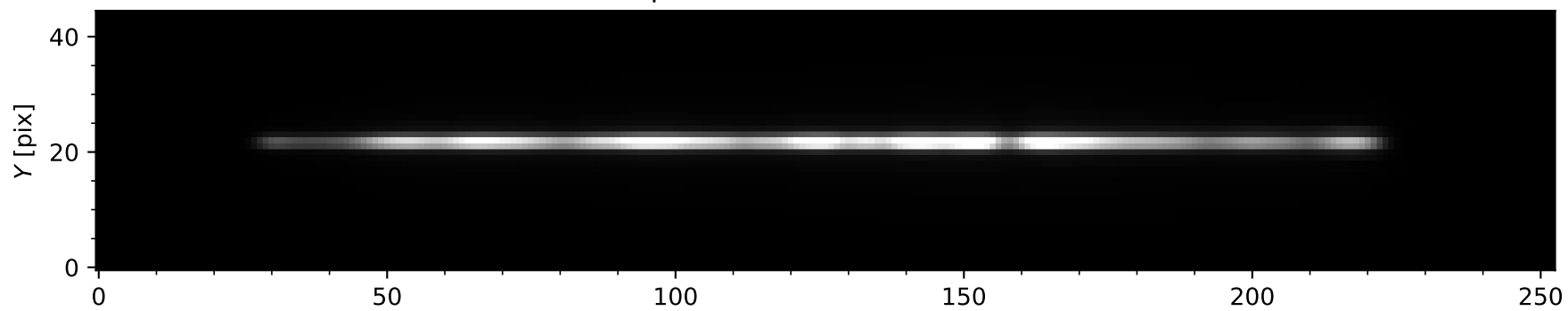
1d Spectrum



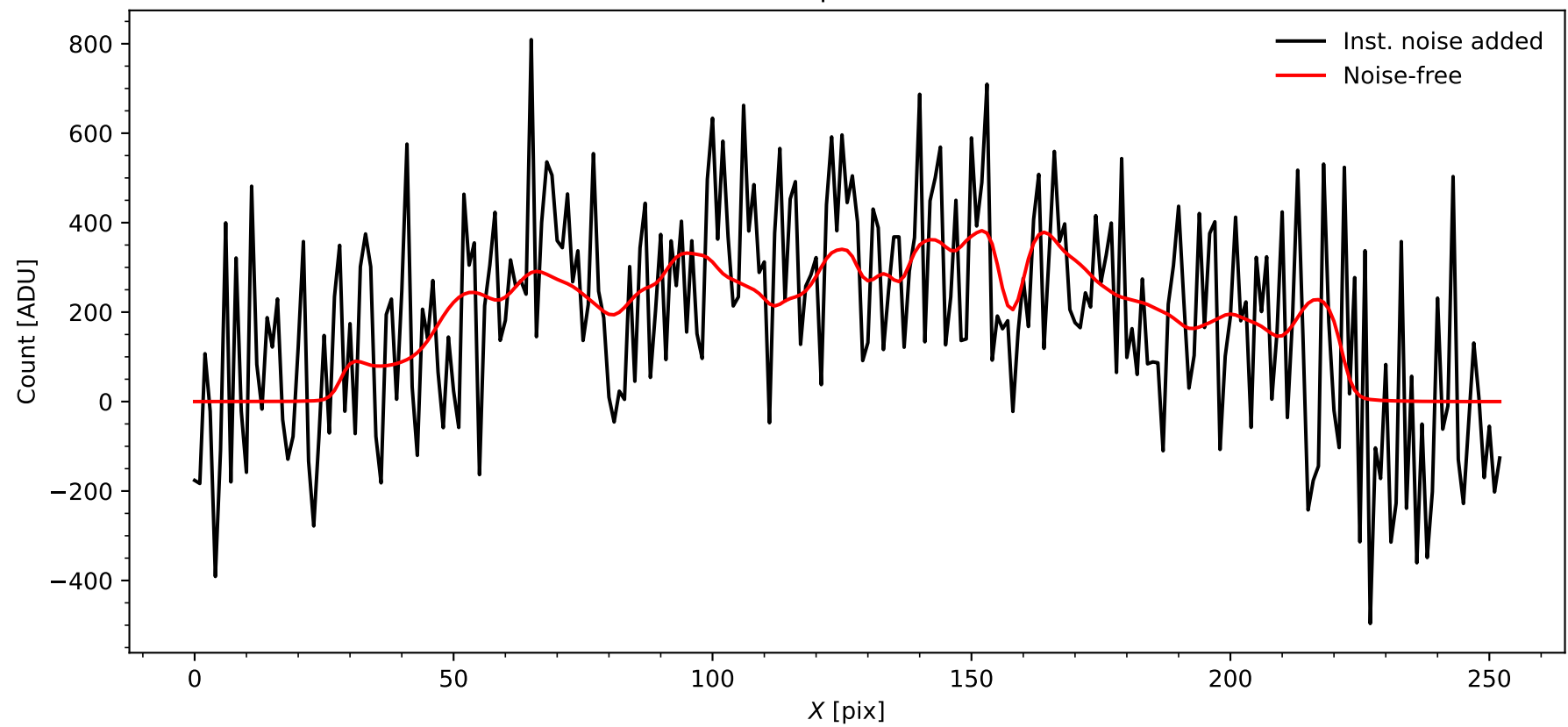
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

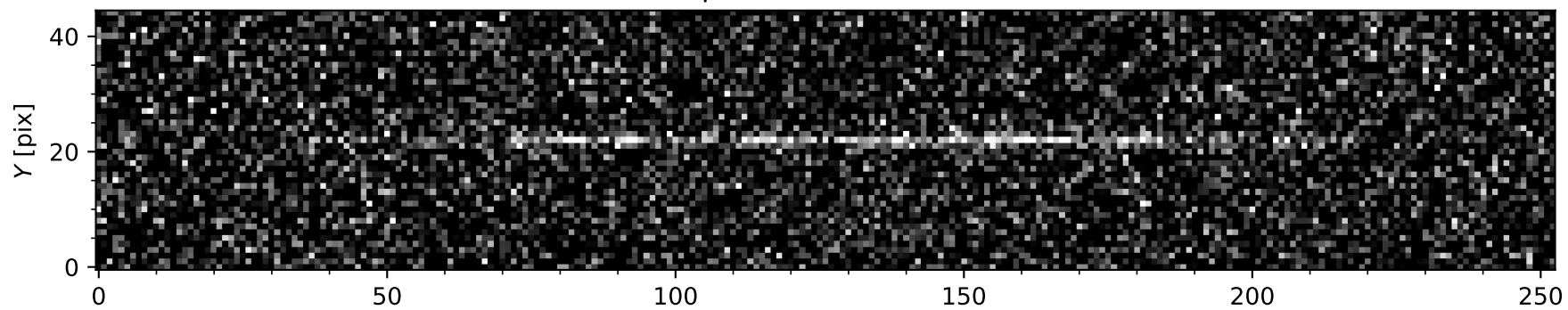


1d Spectrum

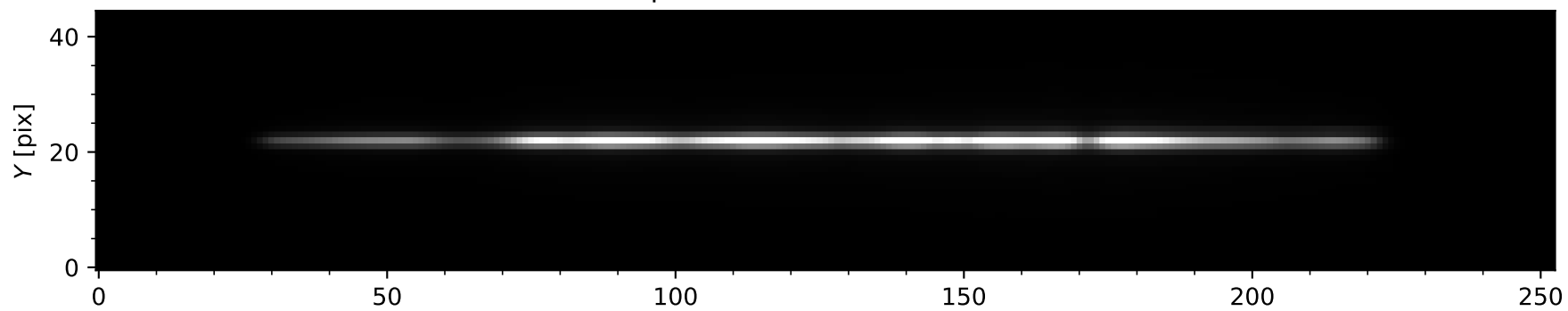


GROUP 0, SN1, $z = 1.215$, OBS 1

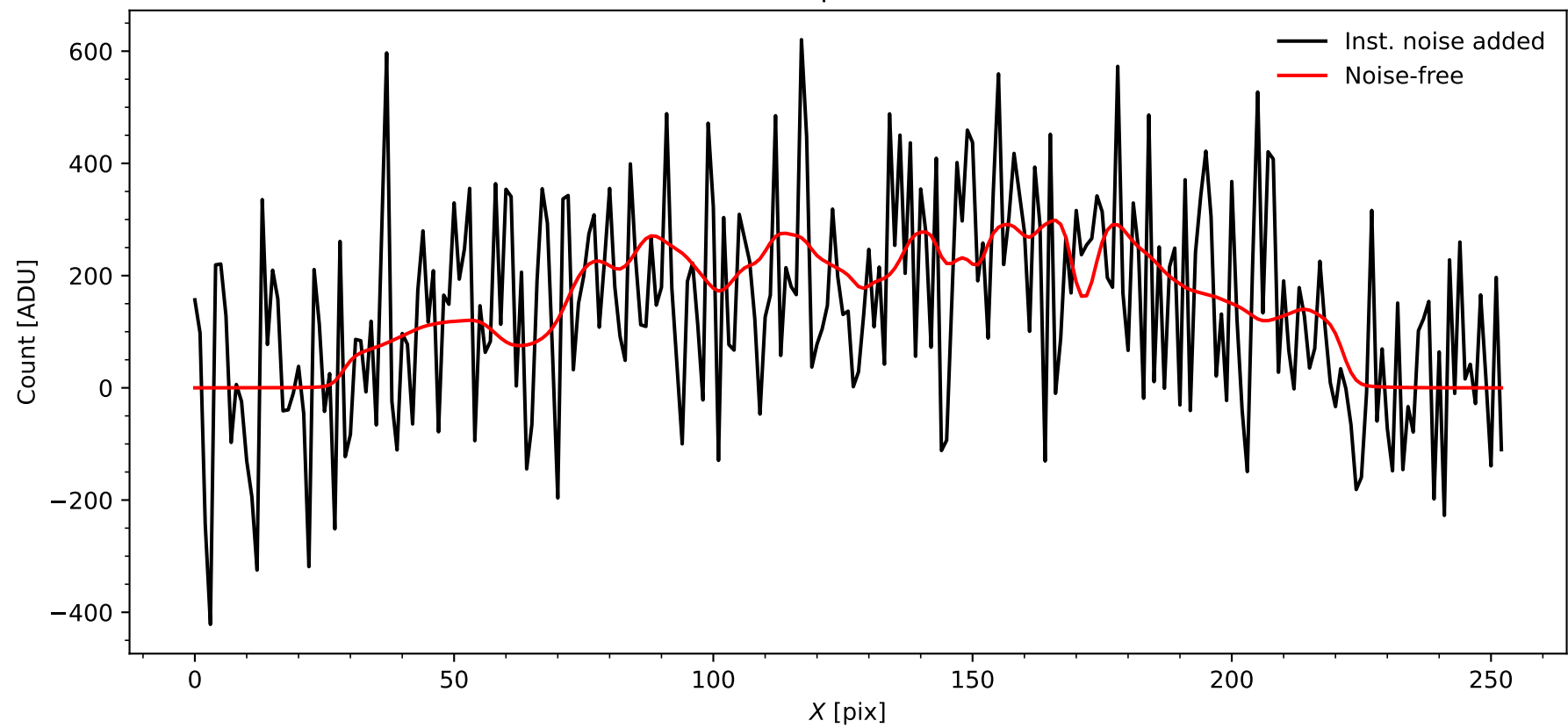
2d Spectrum --- noise-free



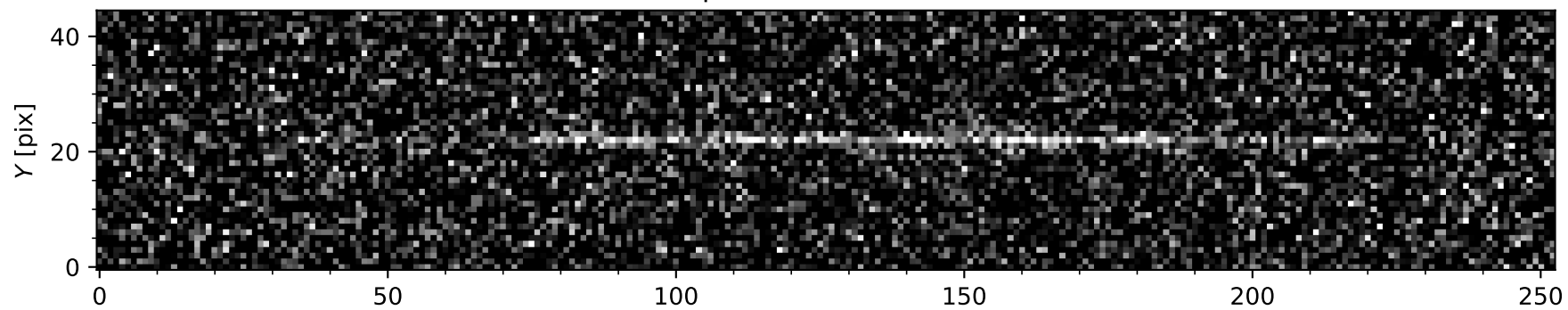
2d Spectrum --- inst. noise added



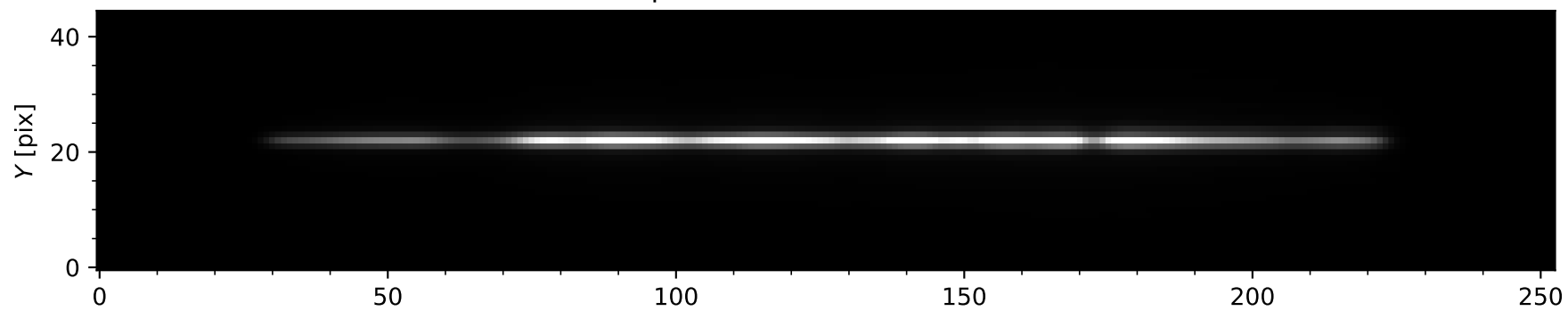
1d Spectrum



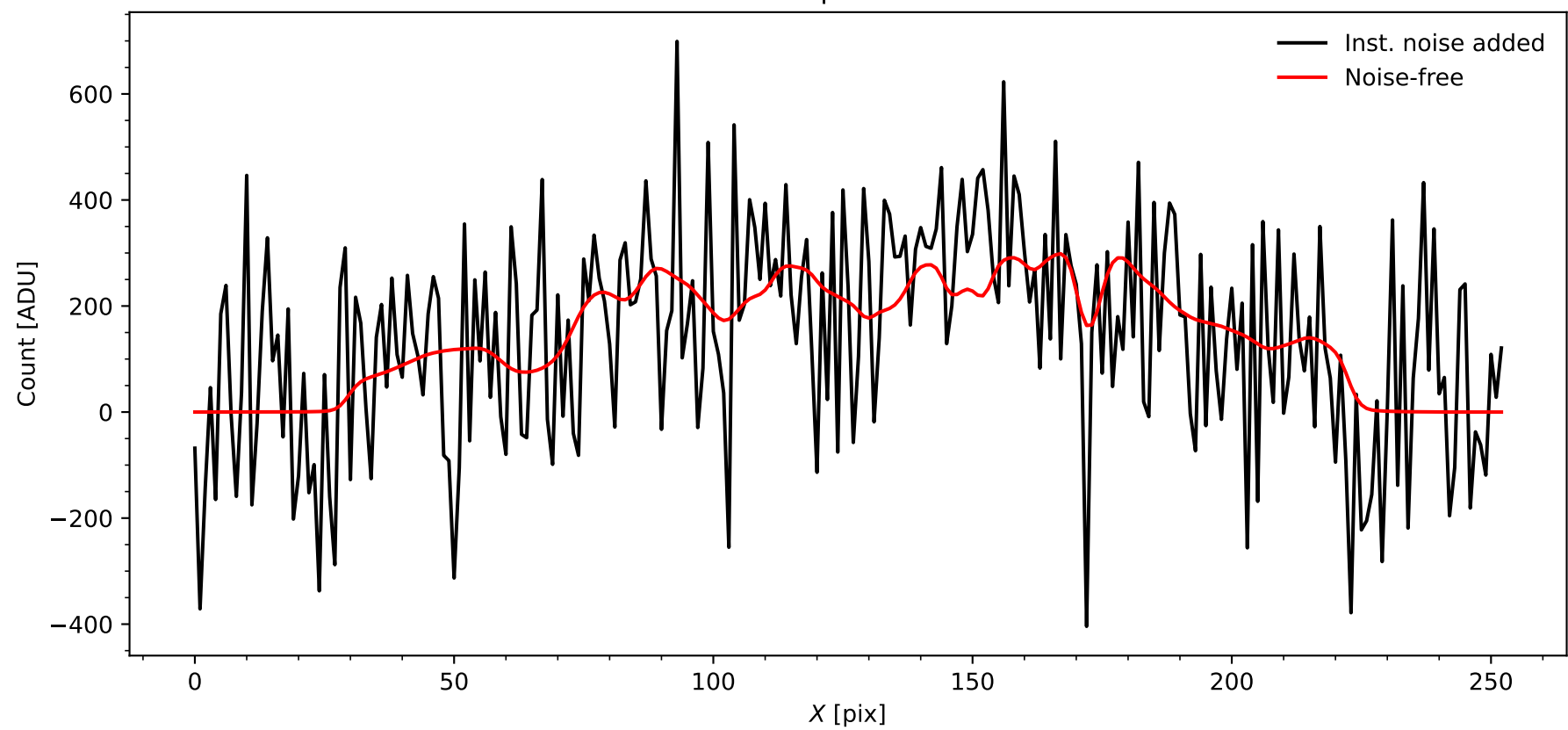
2d Spectrum --- noise-free



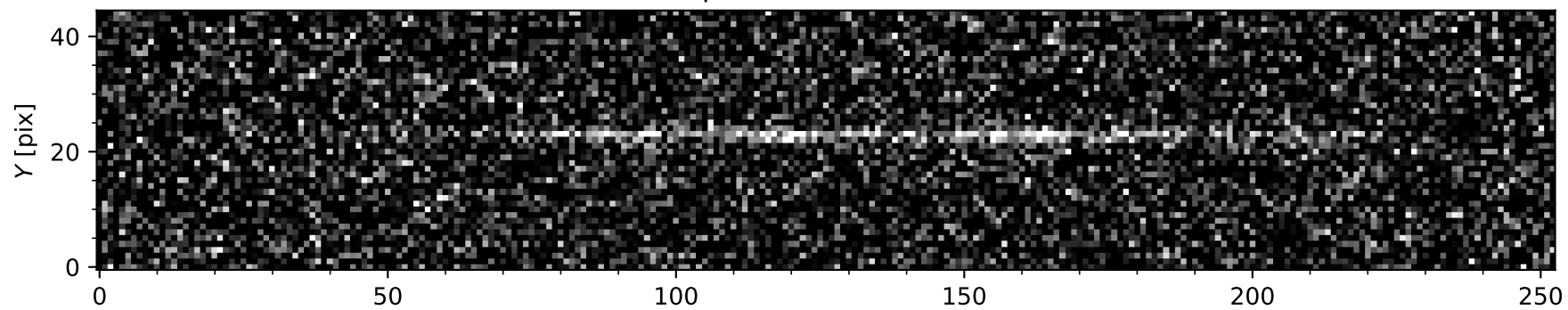
2d Spectrum --- inst. noise added



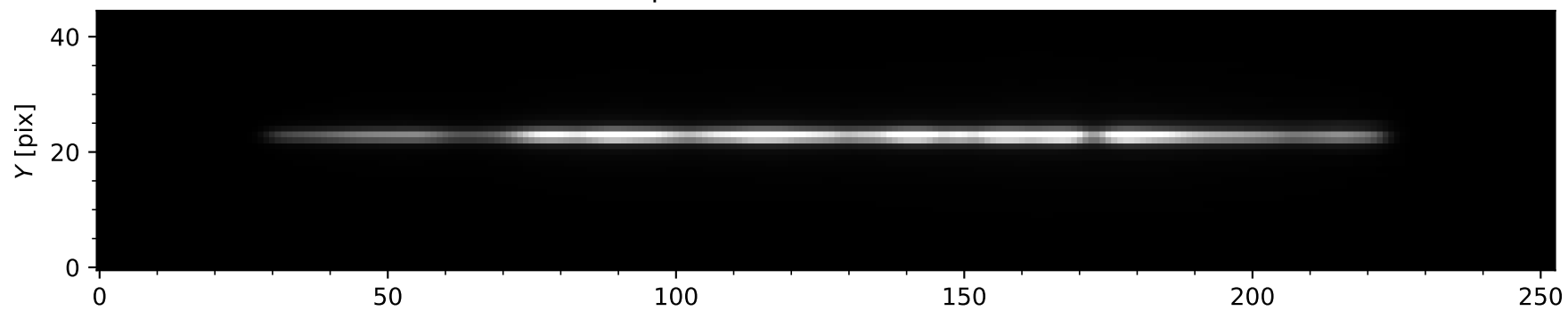
1d Spectrum



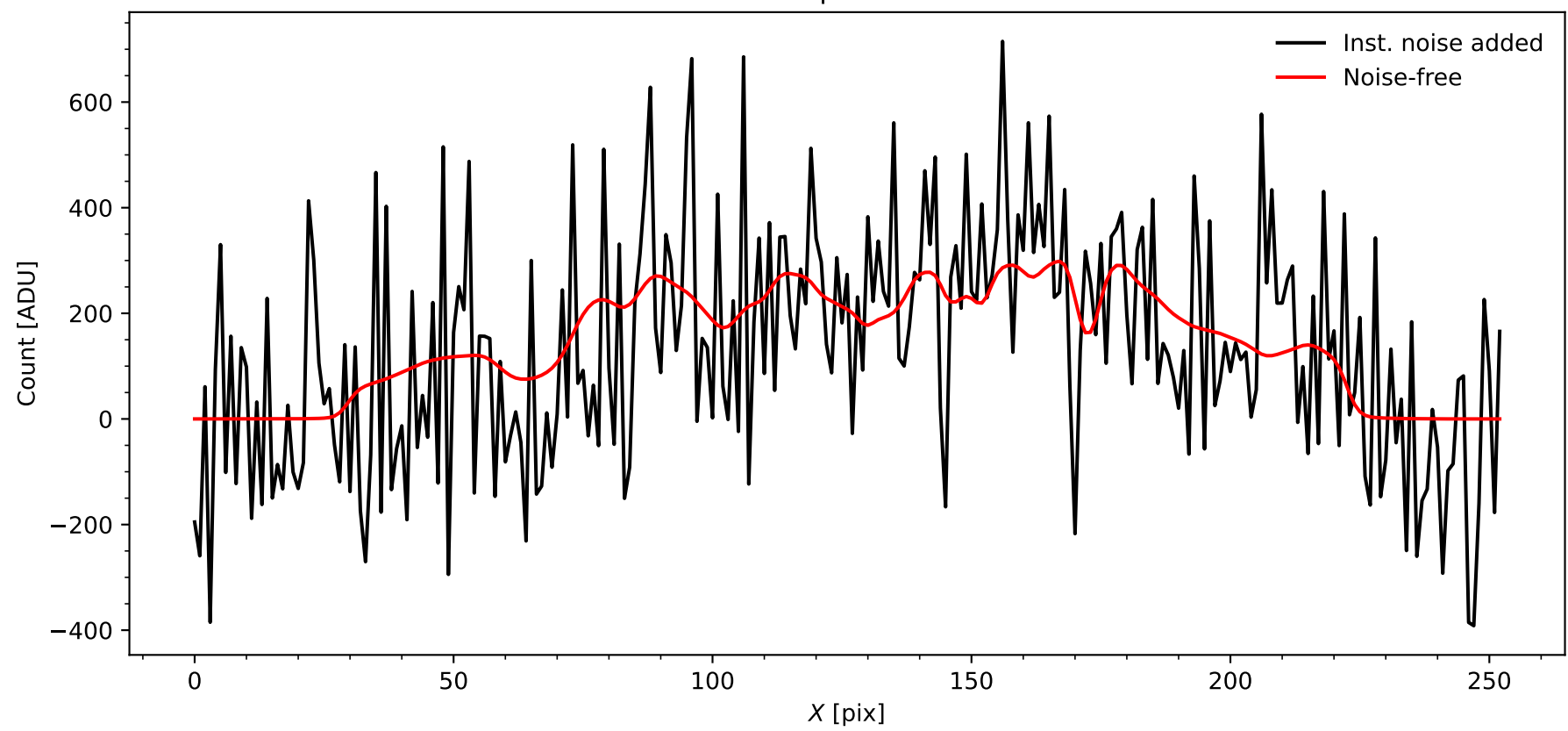
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

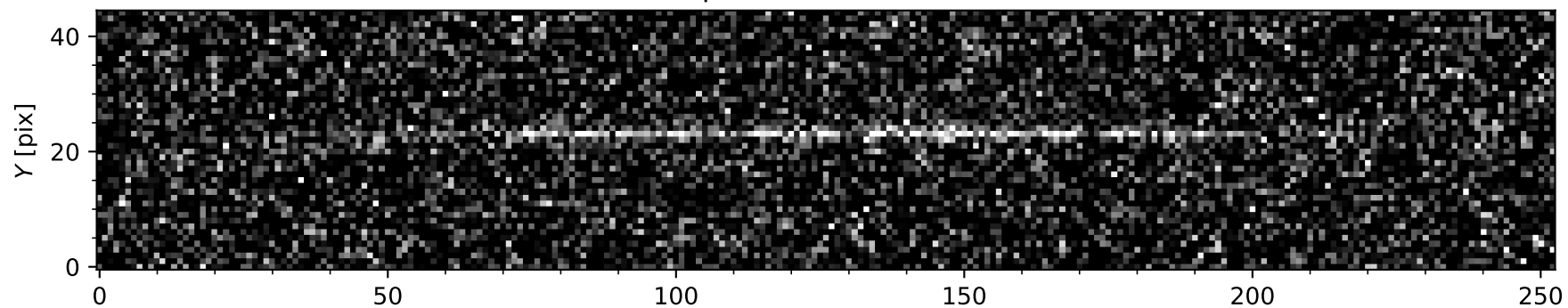


1d Spectrum

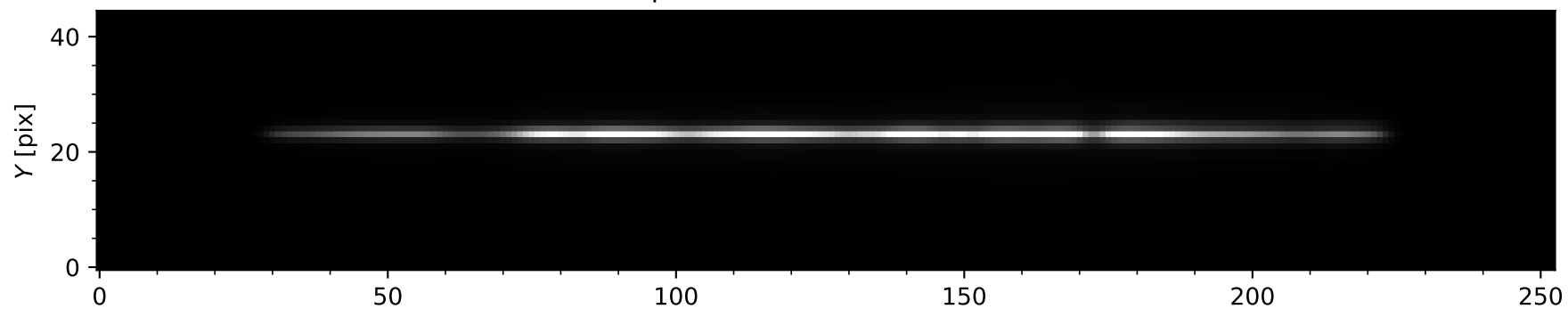


GROUP 0, SN1, $z = 1.215$, OBS 4

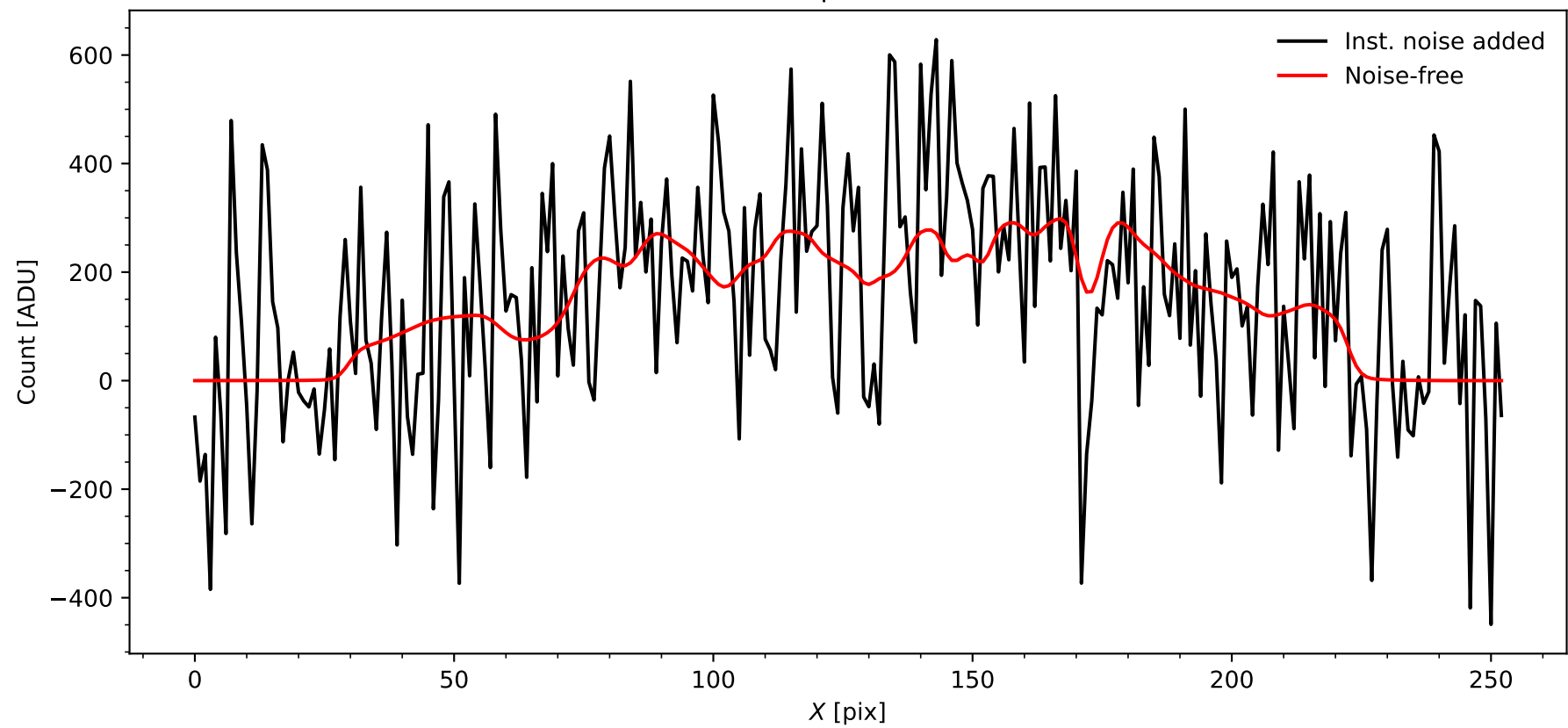
2d Spectrum --- noise-free



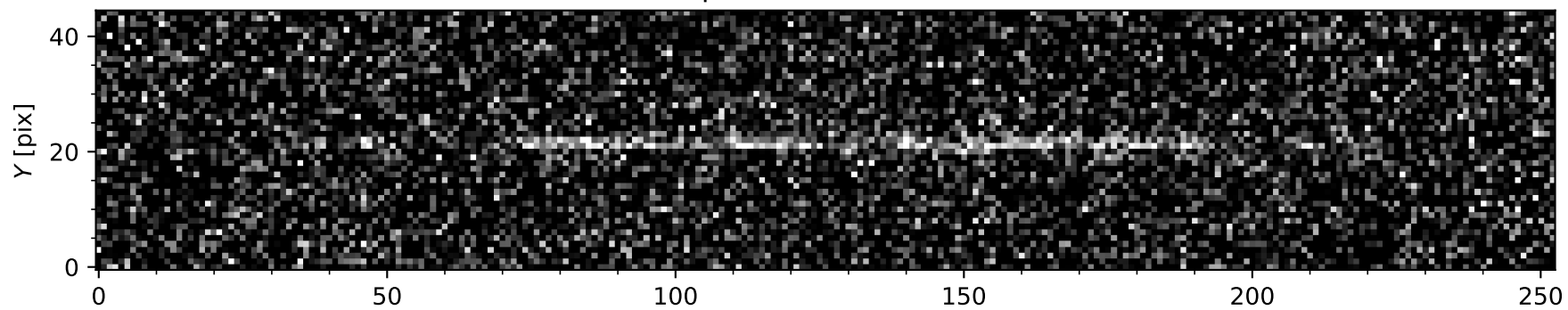
2d Spectrum --- inst. noise added



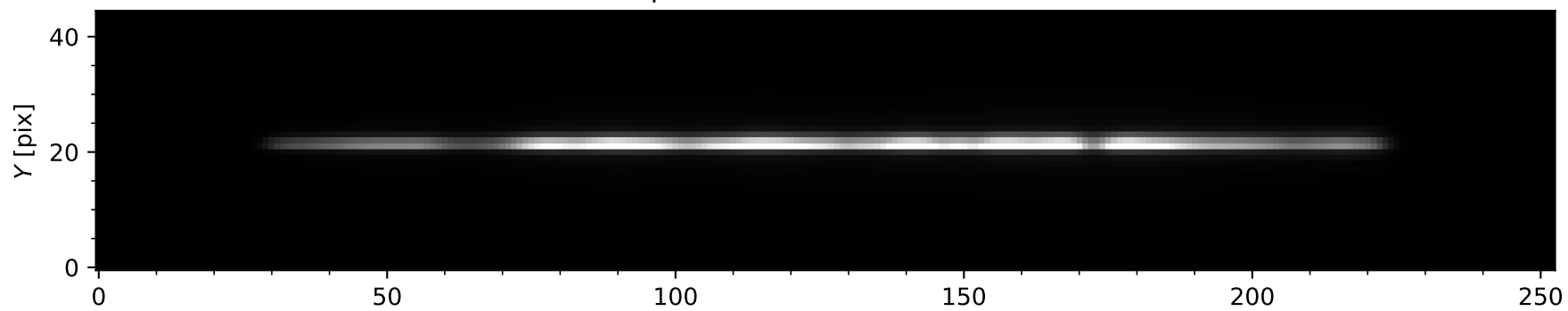
1d Spectrum



2d Spectrum --- noise-free



2d Spectrum --- inst. noise added



1d Spectrum

