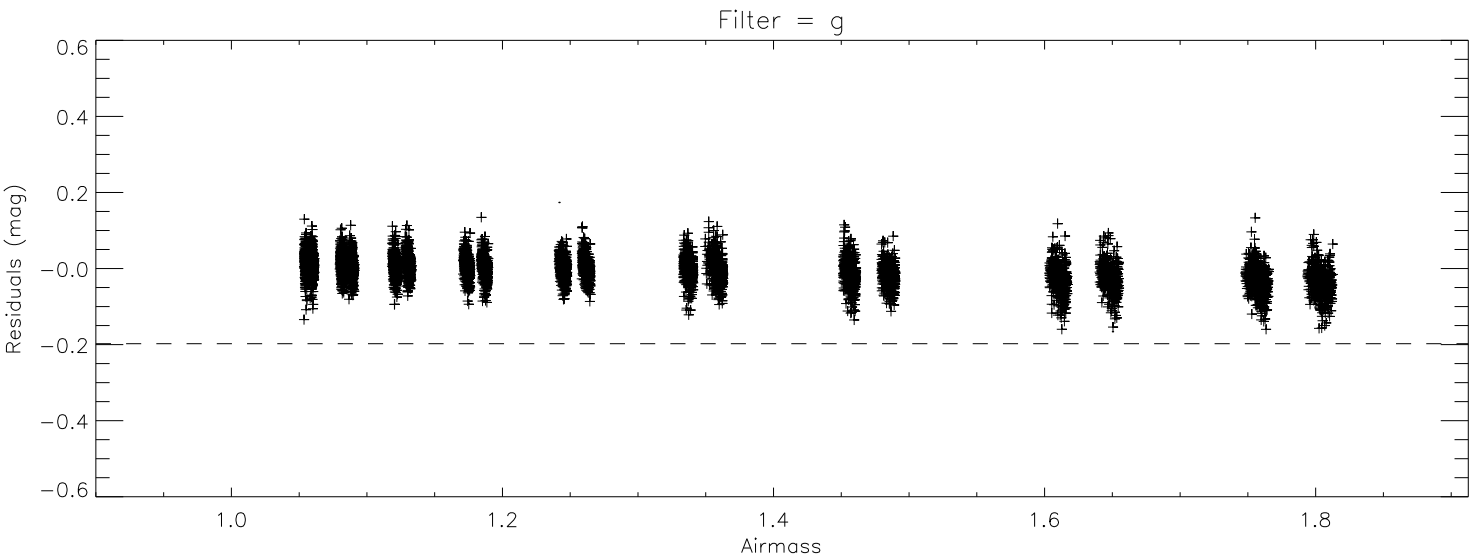
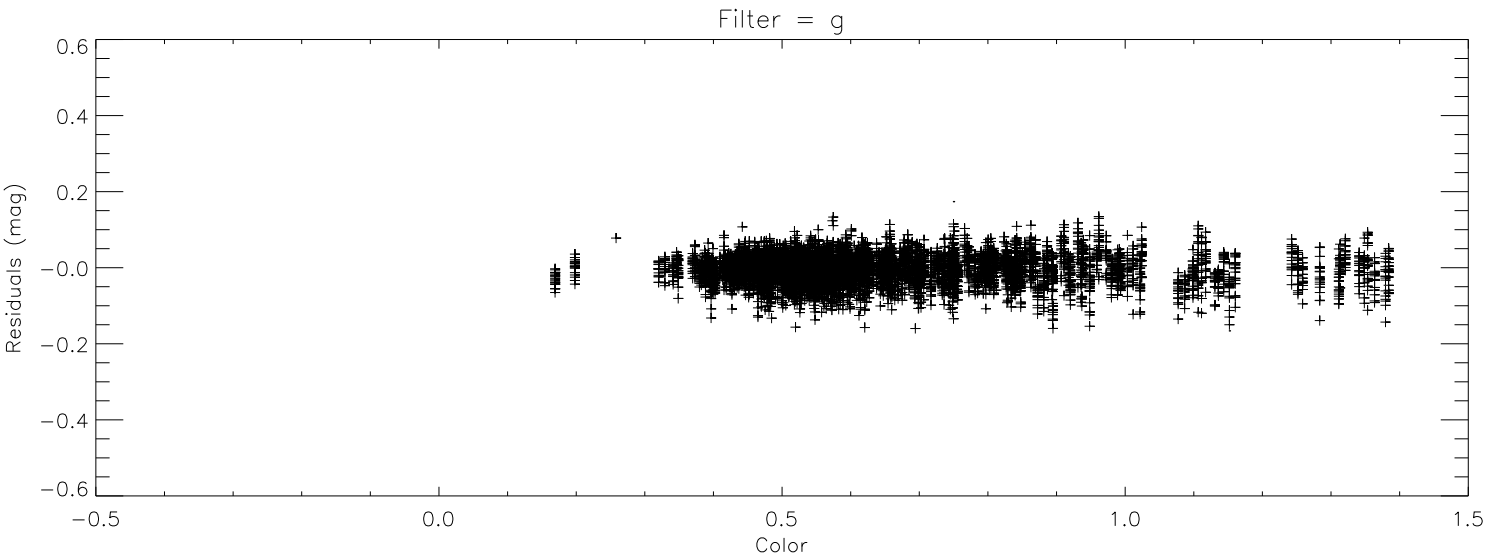
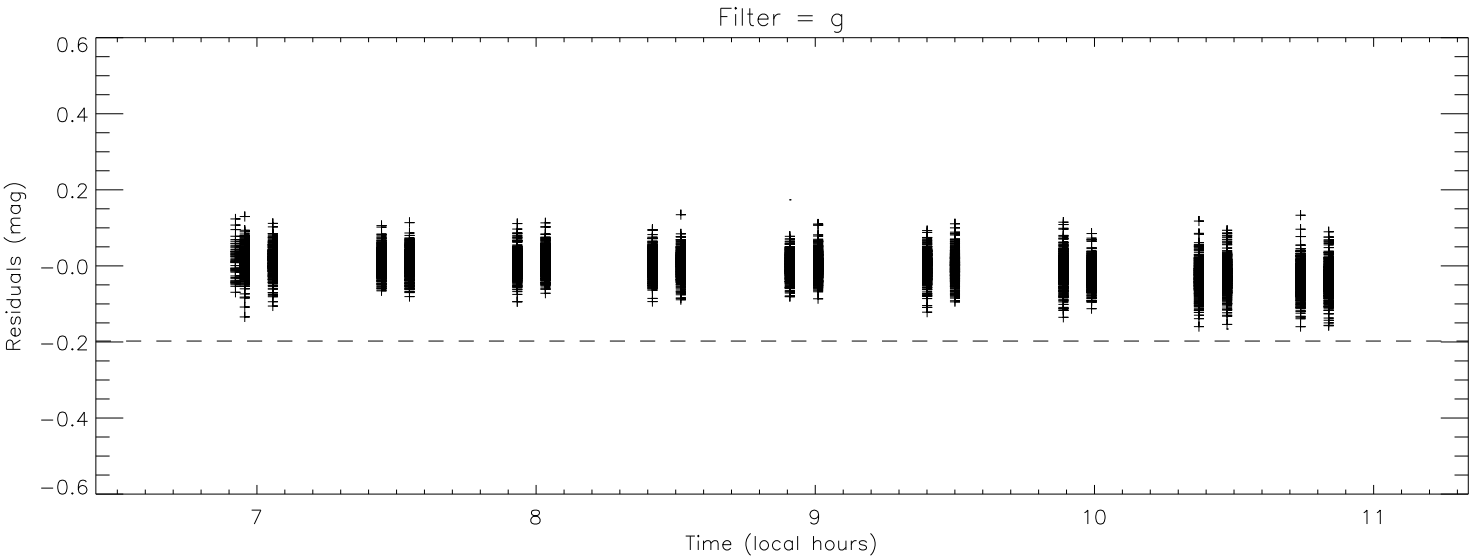
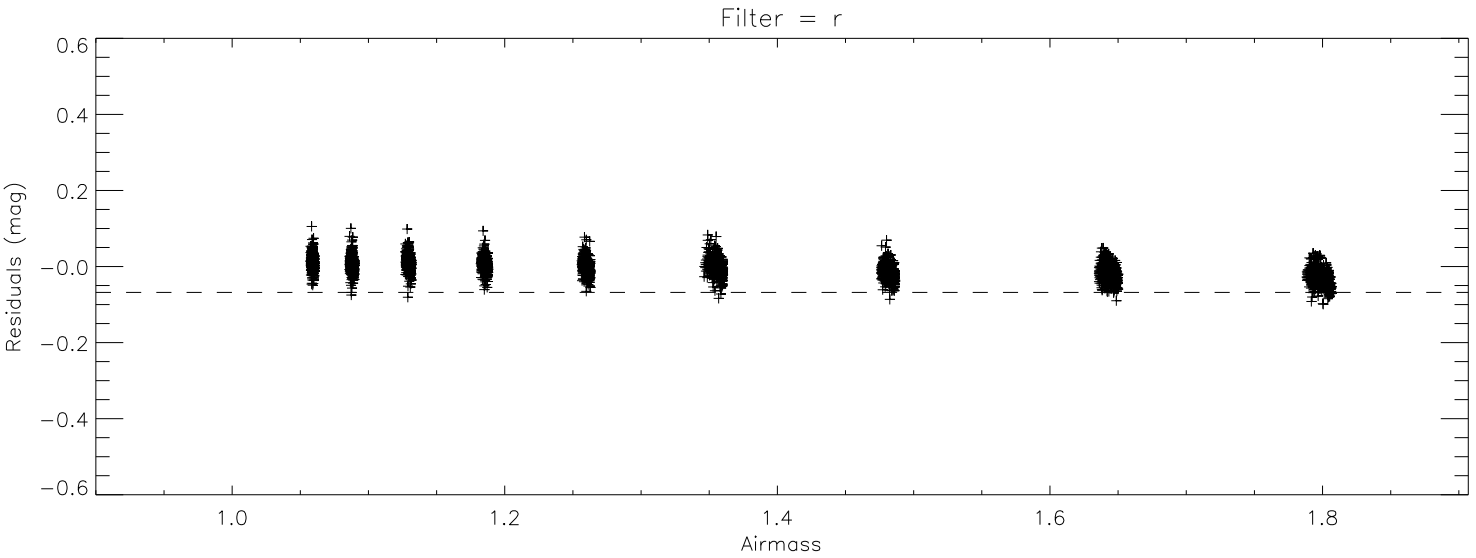
Block 30

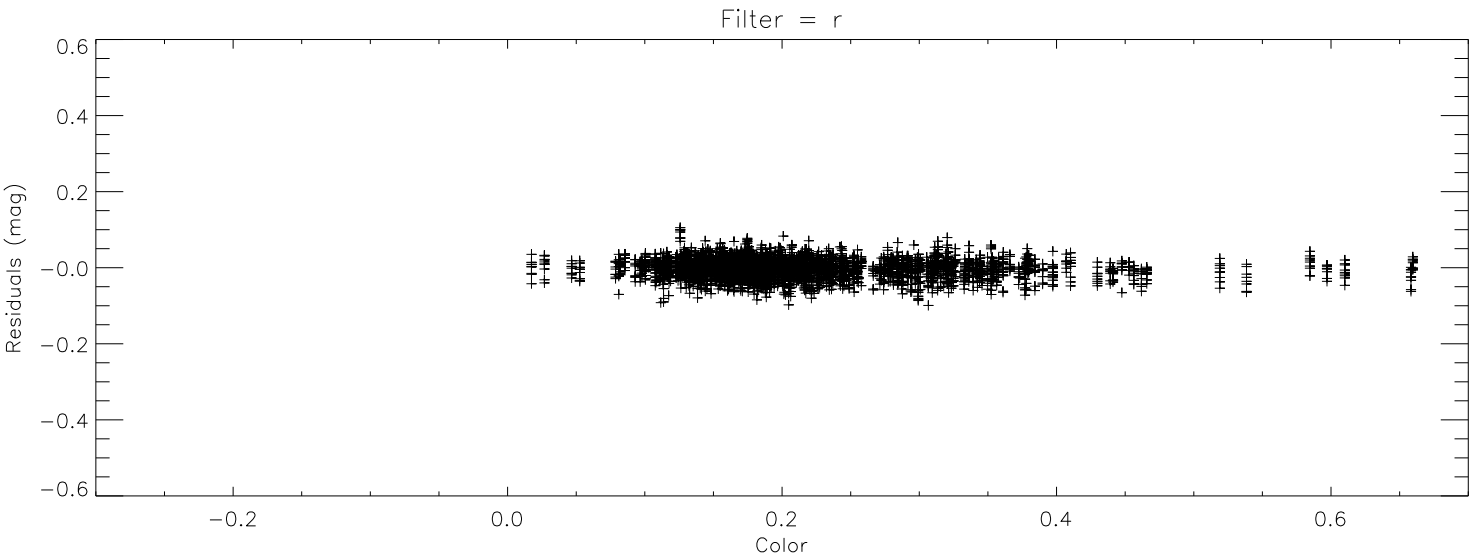

Filter = g
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
1.0
1.2
1.4
1.6
1.8
Airmass

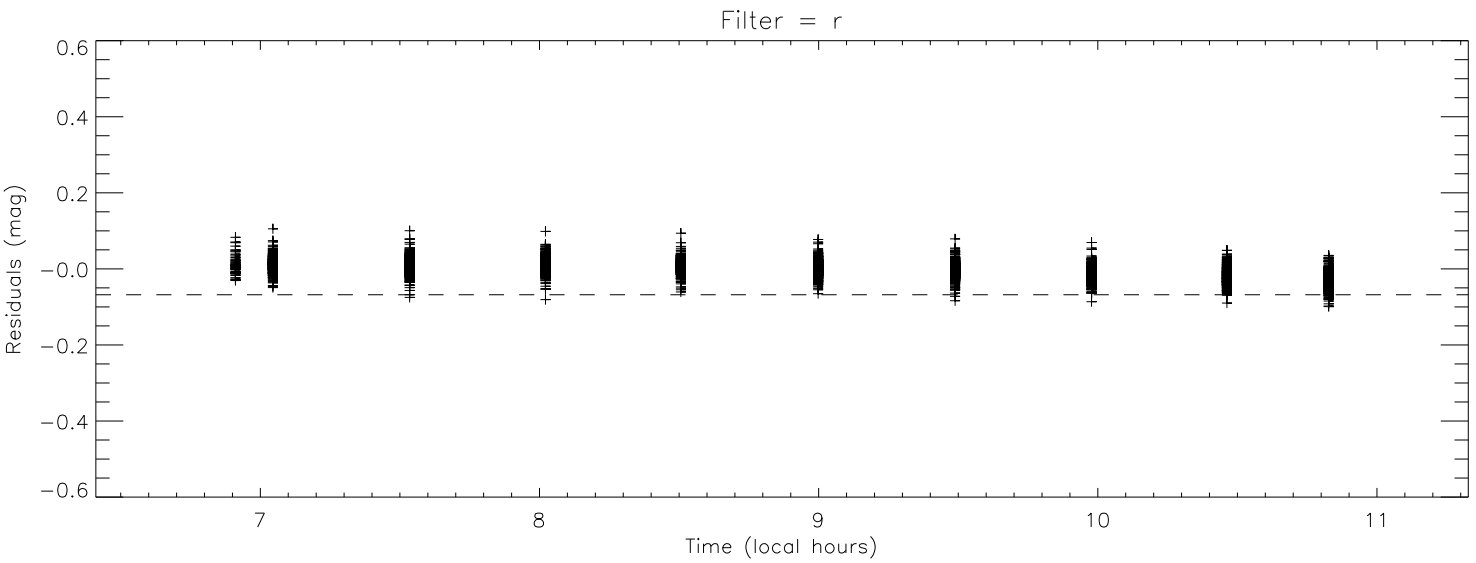

Filter = g
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
−0.5
0.0
0.5
1.0
1.5
Color


Filter = g
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
7
8
9
10
11
Time (local hours)

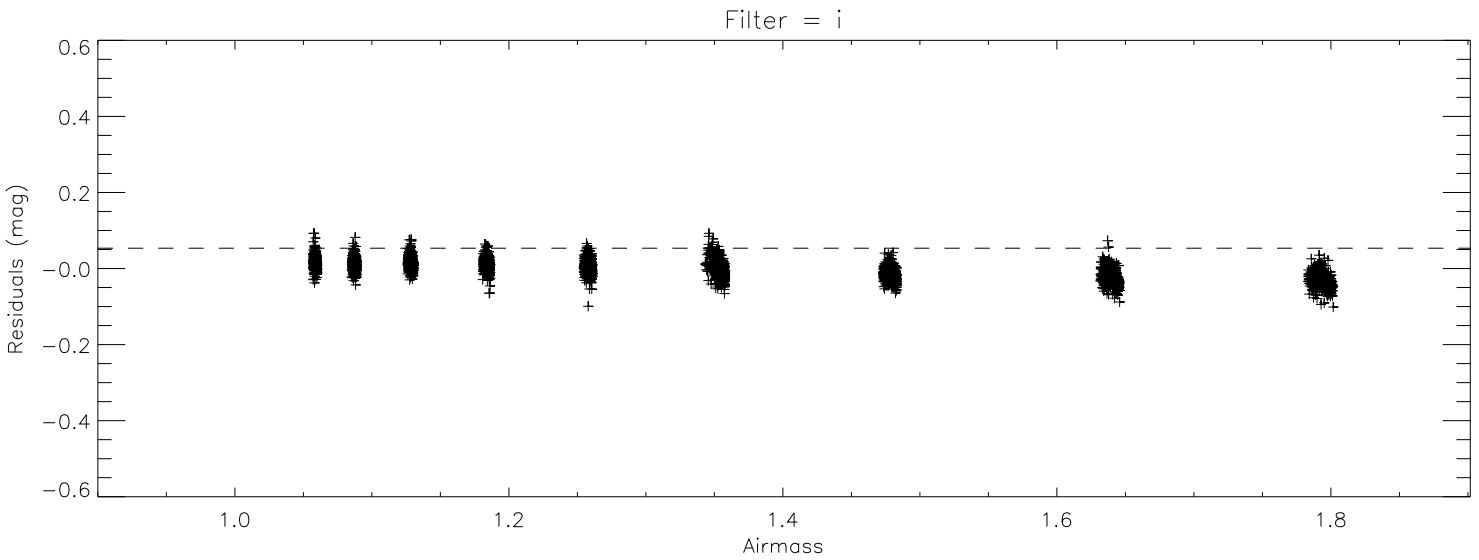
Block 30

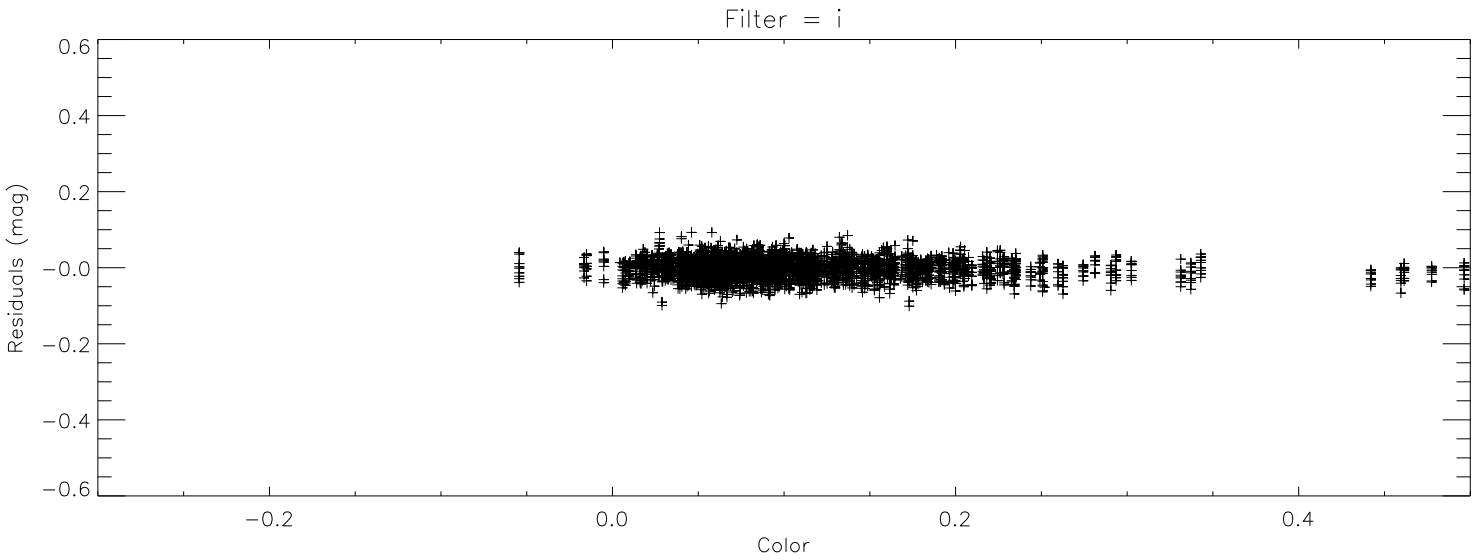

Filter = r
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
1.0
1.2
1.4
1.6
1.8
Airmass

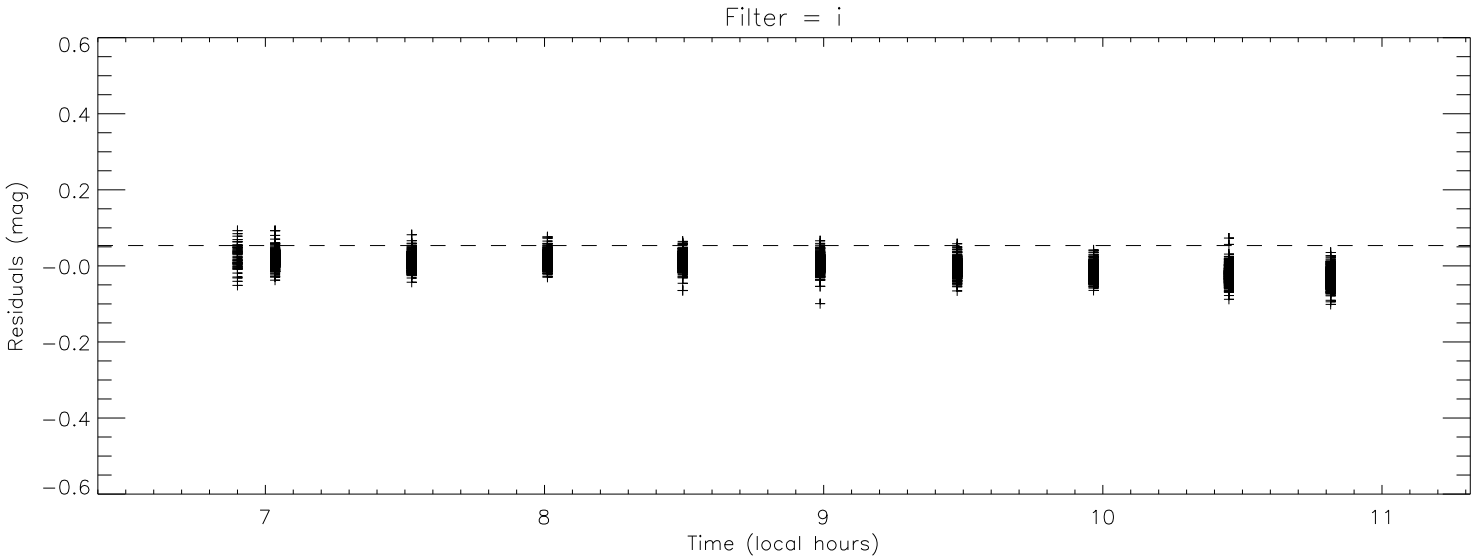

Filter = r
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
−0.2
0.0
0.2
0.4
0.6
Color


Filter = r
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
7
8
9
10
11
Time (local hours)

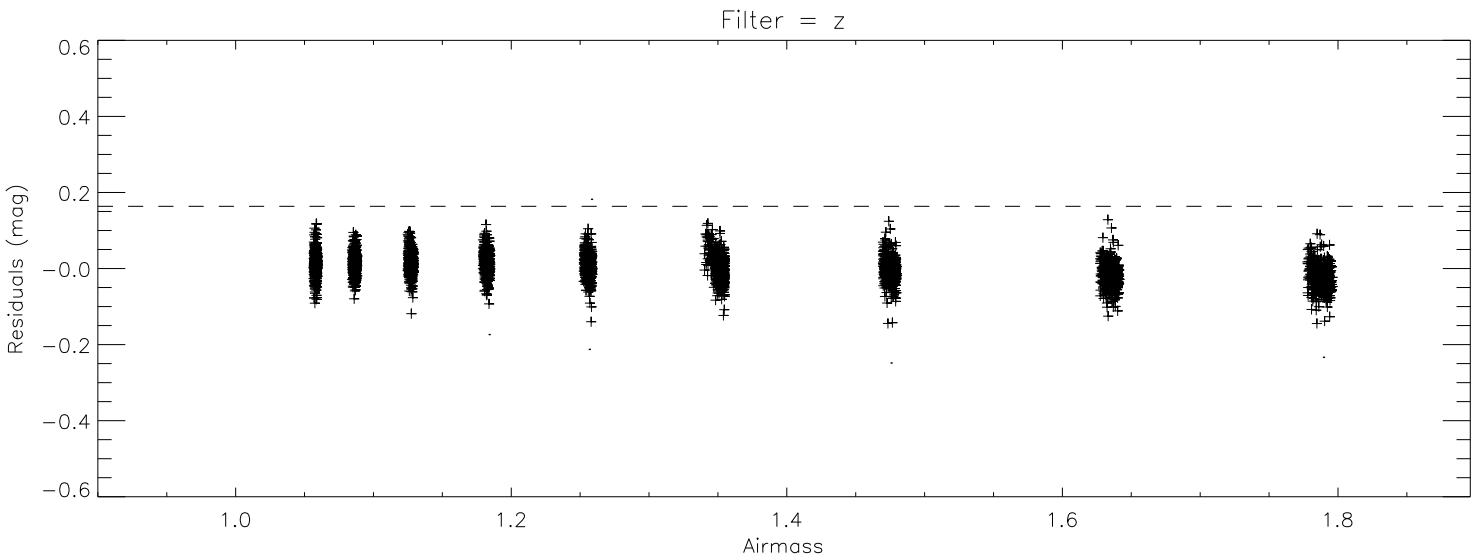
Block 30

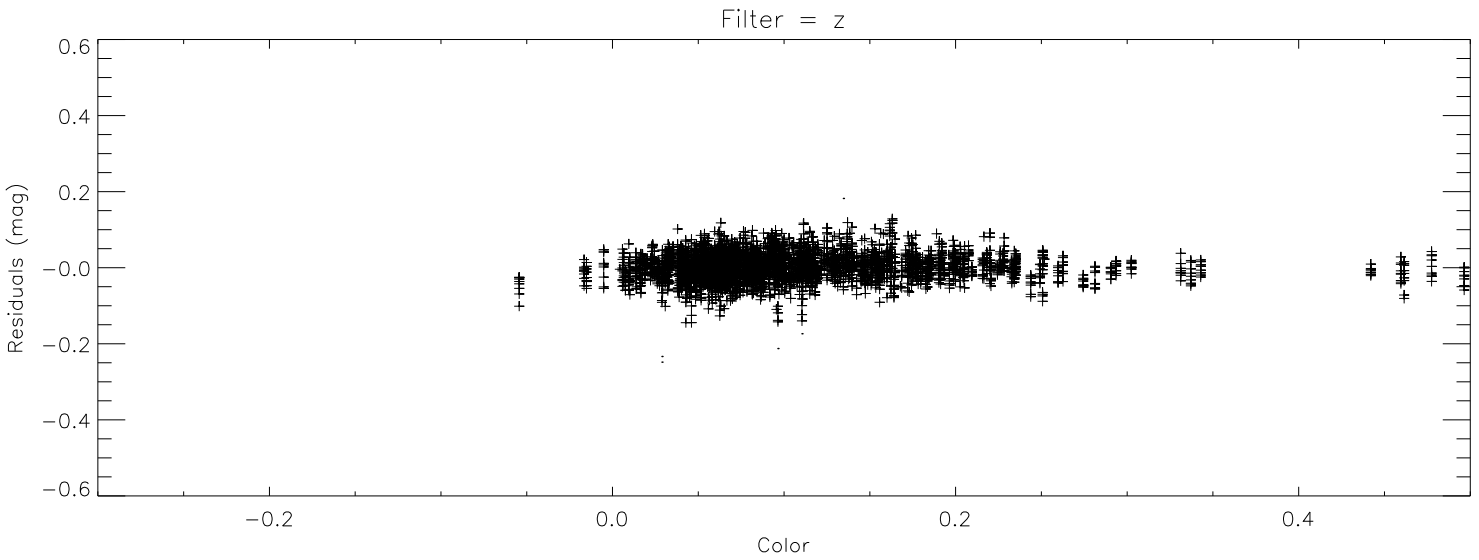

Filter = i
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
1.0
1.2
1.4
1.6
1.8
Airmass

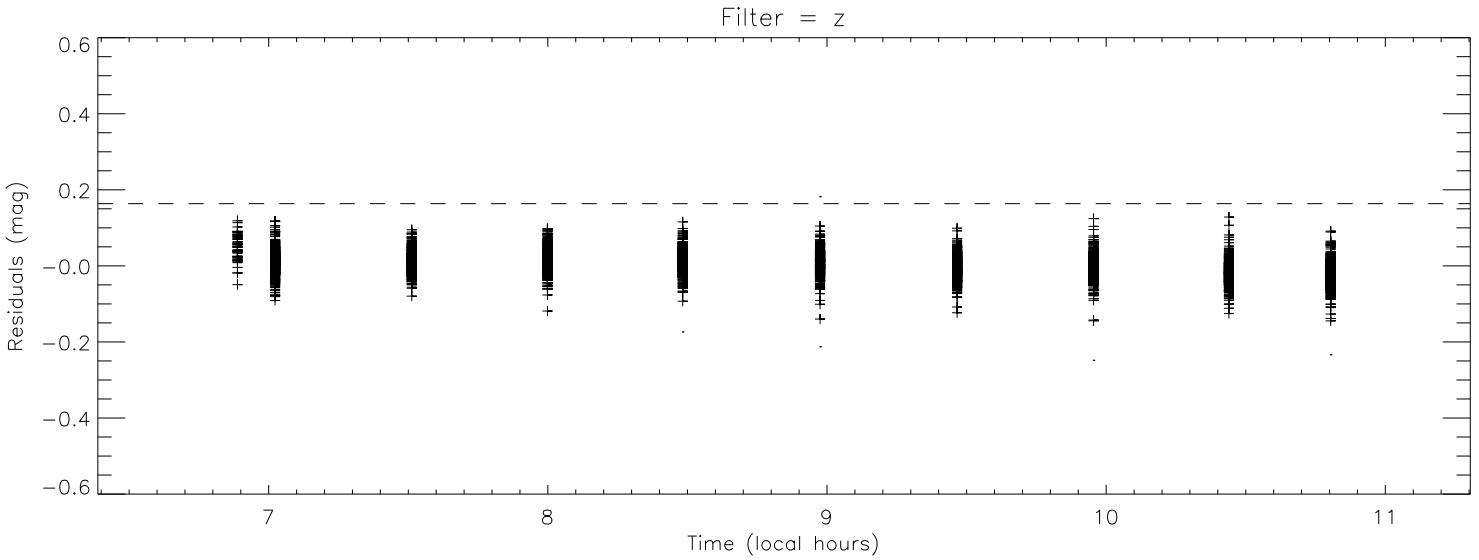

Filter = i
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
−0.2
0.0
0.2
0.4
Color


Filter = i
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
7
8
9
10
11
Time (local hours)

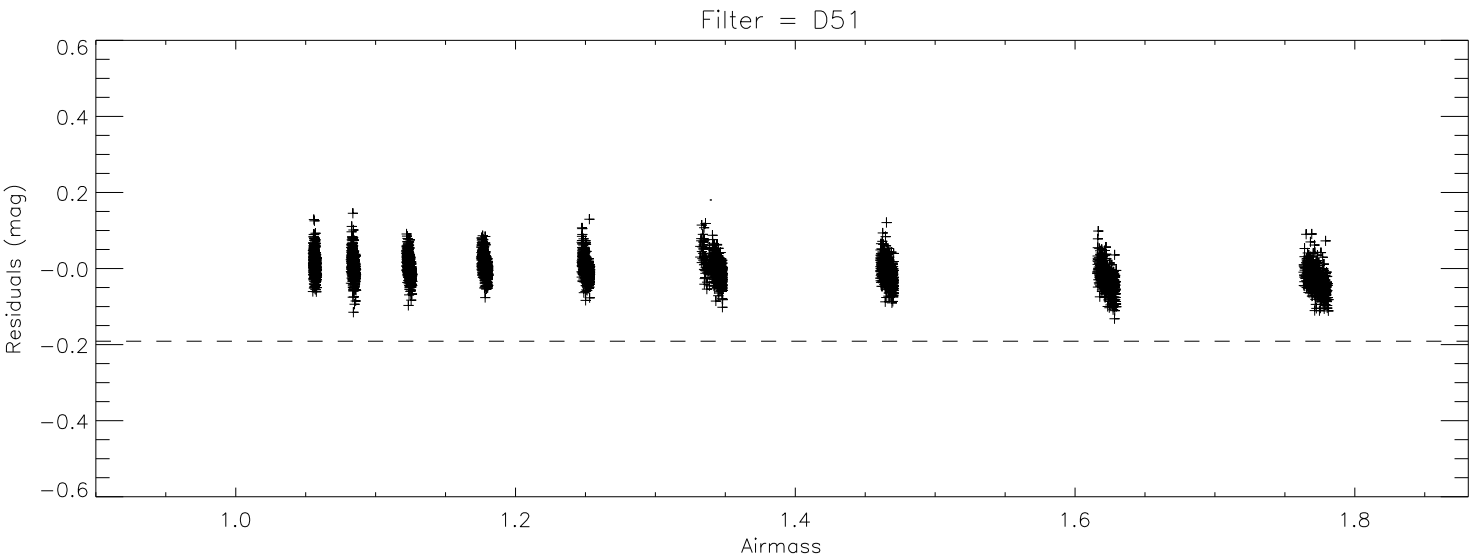
Block 30

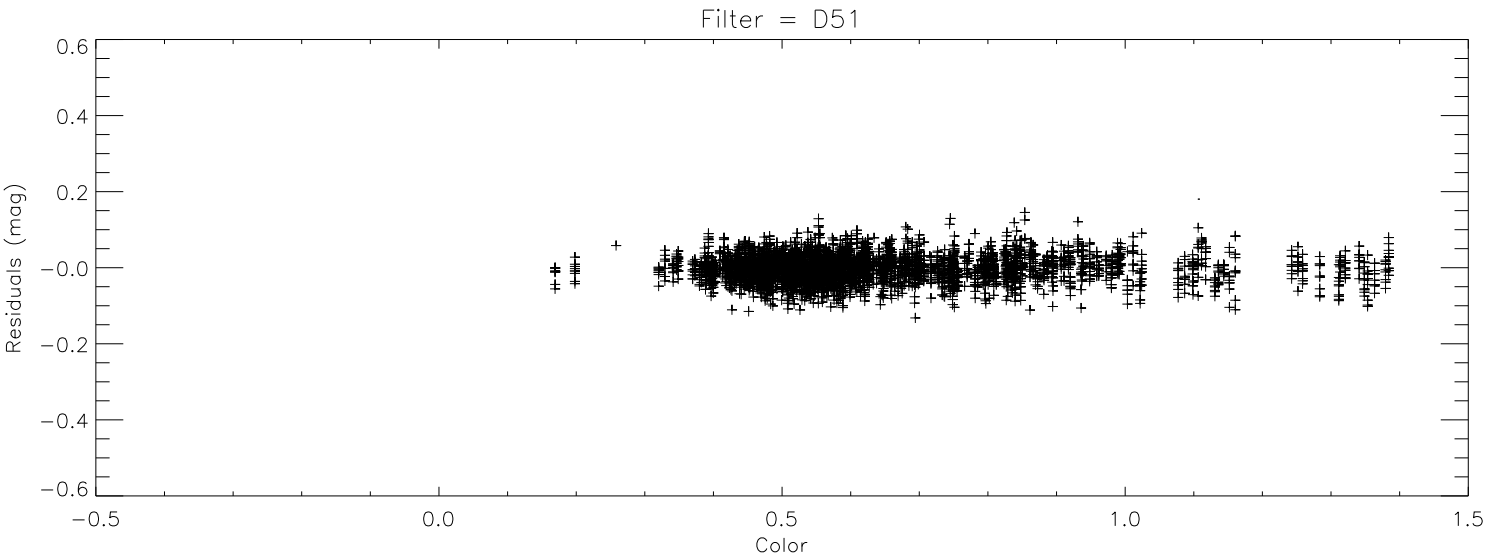

Filter = z
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
1.0
1.2
1.4
1.6
1.8
Airmass

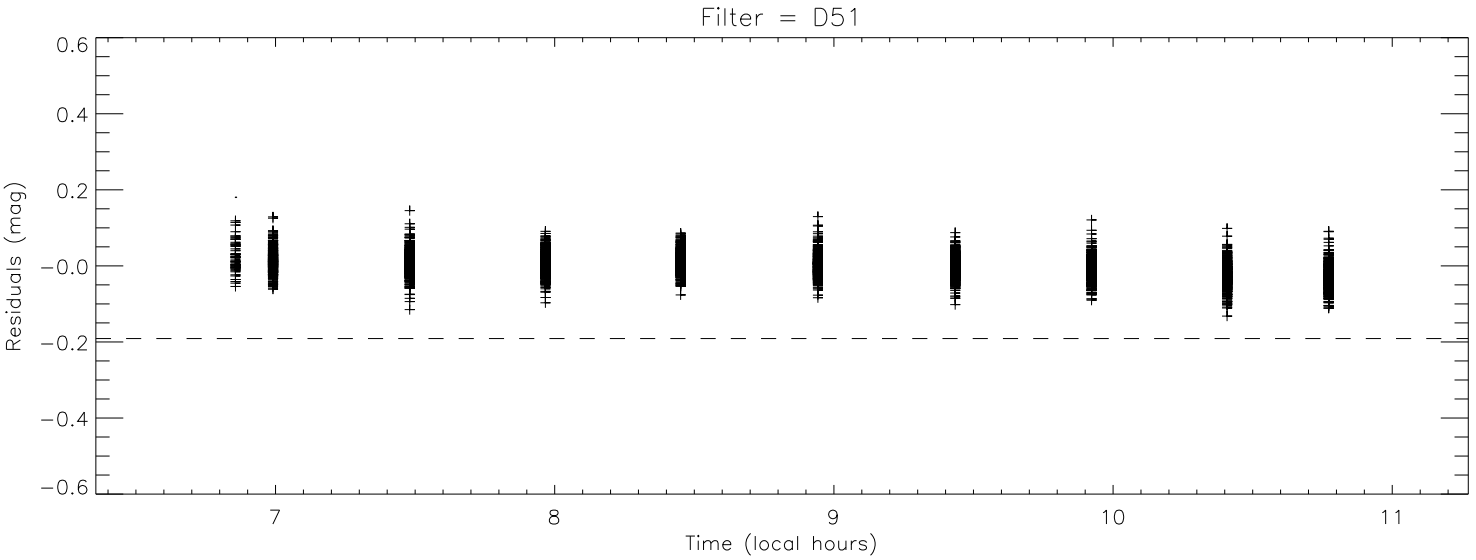

Filter = z
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
−0.2
0.0
0.2
0.4
Color


Filter = z
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
7
8
9
10
11
Time (local hours)

Block 30


Filter = D51
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
1.0
1.2
1.4
1.6
1.8
Airmass


Filter = D51
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
−0.5
0.0
0.5
1.0
1.5
Color


Filter = D51
Residuals (mag)
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
7
8
9
10
11
Time (local hours)