

### Gun Performance Summary

Line Name: DPISF-045-P1026  
 Start time: 02/03/2010 16:35:47

Client: **DPI**  
 Contract: **Southern Flanks 2D**

Gun Name	No. of Shots	No. of Errors	Max Error	Std. Dev. of Error	Min Delay	Max Delay
String 1, Cluster 1, Gun 1	4858		0.2	0.05	9.5	9.8
String 1, Cluster 1, Gun 2	4858		0.3	0.07	9.2	9.6
String 1, Cluster 2, Gun 3	4858		0.1	0.05	9.7	9.8
String 1, Cluster 2, Gun 4	4858	24	4.6	0.22	9.2	13.9
String 1, Cluster 3, Gun 5	4858		-0.3	0.07	10.7	11.2
String 1, Cluster 4, Gun 6	4858		0.2	0.05	9.8	10.4
String 1, Cluster 5, Gun 7	4858		-0.2	0.05	9.7	10.0
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4858		0.1	0.04	10.0	10.2
String 1, Cluster 7, Gun 10	4858		1.1	0.26	10.0	11.4
String 1, Cluster 7, Gun 11	4858		0.5	0.11	9.5	10.0
String 2, Cluster 1, Gun 1	4858		0.2	0.05	9.6	9.9
String 2, Cluster 1, Gun 2	4858		0.4	0.11	9.8	10.5
String 2, Cluster 2, Gun 3	4858		-0.2	0.04	9.5	9.8
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	4858		0.2	0.05	9.8	10.0
String 2, Cluster 4, Gun 6	4858		0.1	0.04	9.5	9.9
String 2, Cluster 5, Gun 7	4858		-0.2	0.04	11.1	11.5
String 2, Cluster 6, Gun 8	4858		-0.4	0.06	9.5	10.2
String 2, Cluster 6, Gun 9	4858		0.3	0.09	9.6	10.0
String 2, Cluster 7, Gun 10	4858		0.4	0.09	9.3	10.0
String 2, Cluster 7, Gun 11	4858		0.4	0.08	9.7	10.3

\* 'No. of Errors' are gun related errors (not including possible autofires, depth and pressure errors).