

### Gun Performance Summary

Line Name: DPISF-007-P1004  
Start time: 22/02/2010 05:09:16

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	3234		-0.2	0.05	9.4	9.8
String 1, Cluster 1, Gun 2	3234		-0.2	0.05	9.2	9.5
String 1, Cluster 2, Gun 3	3234		0.1	0.06	9.7	9.8
String 1, Cluster 2, Gun 4	3234		-0.1	0.05	9.3	9.4
String 1, Cluster 3, Gun 5	3234		0.2	0.05	10.4	10.7
String 1, Cluster 4, Gun 6	3234		0.1	0.05	9.8	10.2
String 1, Cluster 5, Gun 7	3234		0.2	0.05	9.8	10.0
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	3234		0.2	0.06	9.8	10.1
String 1, Cluster 7, Gun 10	3234		0.8	0.16	9.7	11.0
String 1, Cluster 7, Gun 11	3234		0.4	0.11	9.3	9.8
String 2, Cluster 1, Gun 1	3234		0.2	0.04	9.6	9.9
String 2, Cluster 1, Gun 2	3234		0.5	0.11	9.6	10.4
String 2, Cluster 2, Gun 3	3234		0.1	0.05	9.6	9.9
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	3234		0.2	0.06	9.8	10.1
String 2, Cluster 4, Gun 6	3234		0.2	0.04	10.4	10.7
String 2, Cluster 5, Gun 7	3234		-0.2	0.06	11.1	11.6
String 2, Cluster 6, Gun 8	3234		0.2	0.05	9.5	9.9
String 2, Cluster 6, Gun 9	3234		0.3	0.10	9.4	9.8
String 2, Cluster 7, Gun 10	3234		-0.5	0.14	9.8	10.6
String 2, Cluster 7, Gun 11	3234		0.2	0.06	9.5	10.0

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