

### Gun Performance Summary

Line Name: DPISF-S07-P1051  
Start time: 13/03/2010 15:00:24

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	8840		0.5	0.13	9.9	11.0
String 1, Cluster 1, Gun 2	8840		0.2	0.05	9.5	10.0
String 1, Cluster 2, Gun 3	8840		0.2	0.04	9.4	9.7
String 1, Cluster 2, Gun 4	8840		0.5	0.07	10.0	10.7
String 1, Cluster 3, Gun 5	8840	2	2.8	0.08	10.6	13.7
String 1, Cluster 4, Gun 6	8840		0.2	0.07	9.4	9.9
String 1, Cluster 5, Gun 7	8840		0.2	0.05	9.3	9.6
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	8840		-0.2	0.05	9.5	9.9
String 1, Cluster 7, Gun 10	8840		0.6	0.15	9.5	10.5
String 1, Cluster 7, Gun 11	8840		0.4	0.08	9.3	9.8
String 2, Cluster 1, Gun 1	8840		0.2	0.04	9.0	9.4
String 2, Cluster 1, Gun 2	8840		0.1	0.03	9.3	9.6
String 2, Cluster 2, Gun 3	8840		-0.2	0.04	9.7	10.3
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	8840		-0.1	0.04	9.1	9.4
String 2, Cluster 4, Gun 6	8840		0.2	0.05	9.2	9.6
String 2, Cluster 5, Gun 7	8840		-0.2	0.05	10.7	11.3
String 2, Cluster 6, Gun 8	8840		-0.3	0.06	9.2	9.9
String 2, Cluster 6, Gun 9	8840		-0.3	0.08	9.4	9.9
String 2, Cluster 7, Gun 10	8840		0.2	0.05	9.3	9.7
String 2, Cluster 7, Gun 11	8840		0.2	0.05	9.3	9.7

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