

### Gun Performance Summary

Line Name: DPISF-058-P1033  
 Start time: 05/03/2010 15:16:16

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	4136		0.2	0.04	9.3	9.6
String 1, Cluster 1, Gun 2	4136		0.2	0.05	9.1	9.5
String 1, Cluster 2, Gun 3	4136		-0.1	0.05	9.7	9.9
String 1, Cluster 2, Gun 4	4136		0.1	0.04	9.1	9.4
String 1, Cluster 3, Gun 5	4136		0.3	0.09	10.7	11.4
String 1, Cluster 4, Gun 6	4136		-0.2	0.05	10.0	10.3
String 1, Cluster 5, Gun 7	4136	13	1.4	0.06	9.8	11.4
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4136		0.1	0.05	10.0	10.2
String 1, Cluster 7, Gun 10	4136		0.9	0.13	9.4	10.7
String 1, Cluster 7, Gun 11	4136		0.4	0.11	9.4	9.9
String 2, Cluster 1, Gun 1	4136		0.2	0.04	9.7	10.1
String 2, Cluster 1, Gun 2	4136		-0.4	0.10	9.9	10.6
String 2, Cluster 2, Gun 3	4136		-0.2	0.06	9.6	9.9
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	4136		0.2	0.05	9.8	10.1
String 2, Cluster 4, Gun 6	4136		0.1	0.04	9.4	9.8
String 2, Cluster 5, Gun 7	4136		-0.5	0.19	11.2	11.8
String 2, Cluster 6, Gun 8	4136		0.2	0.06	9.6	10.0
String 2, Cluster 6, Gun 9	4136		-0.3	0.08	9.7	10.1
String 2, Cluster 7, Gun 10	4136		0.5	0.12	9.3	10.1
String 2, Cluster 7, Gun 11	4136		0.4	0.10	9.7	10.4

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