

### Gun Performance Summary

Line Name: DPISF-049-P1028  
 Start time: 03/03/2010 13:25:02

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	4951		0.2	0.04	9.3	9.7
String 1, Cluster 1, Gun 2	4951		0.3	0.05	9.2	9.5
String 1, Cluster 2, Gun 3	4951		0.1	0.02	9.6	9.9
String 1, Cluster 2, Gun 4	4951		0.2	0.05	9.2	9.4
String 1, Cluster 3, Gun 5	4951		0.3	0.09	10.7	11.4
String 1, Cluster 4, Gun 6	4951		0.2	0.04	9.9	10.2
String 1, Cluster 5, Gun 7	4951		0.1	0.03	9.8	10.1
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4951		0.2	0.04	10.0	10.3
String 1, Cluster 7, Gun 10	4951		0.6	0.16	9.4	10.4
String 1, Cluster 7, Gun 11	4951		0.3	0.09	9.2	9.9
String 2, Cluster 1, Gun 1	4951		-0.2	0.05	9.7	10.0
String 2, Cluster 1, Gun 2	4951		-0.5	0.11	9.9	10.7
String 2, Cluster 2, Gun 3	4951		-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	4951		-0.2	0.05	9.8	10.2
String 2, Cluster 4, Gun 6	4951		0.1	0.04	9.5	10.0
String 2, Cluster 5, Gun 7	4951		0.3	0.07	11.2	11.7
String 2, Cluster 6, Gun 8	4951		-0.2	0.06	9.6	9.9
String 2, Cluster 6, Gun 9	4951		0.3	0.07	9.6	10.0
String 2, Cluster 7, Gun 10	4951		0.4	0.11	9.3	10.0
String 2, Cluster 7, Gun 11	4951		0.3	0.09	9.7	10.2

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