

### Gun Performance Summary

Line Name: DPISF-028-P1016  
 Start time: 26/02/2010 14:43:07

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	4488		0.2	0.05	9.4	9.7
String 1, Cluster 1, Gun 2	4488		0.2	0.04	9.2	9.5
String 1, Cluster 2, Gun 3	4488		-0.1	0.02	9.6	9.8
String 1, Cluster 2, Gun 4	4488		-0.1	0.04	9.2	9.5
String 1, Cluster 3, Gun 5	4488		0.3	0.06	10.6	11.1
String 1, Cluster 4, Gun 6	4488		-0.1	0.04	9.7	10.3
String 1, Cluster 5, Gun 7	4488		-0.1	0.04	9.8	10.0
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4488		-0.1	0.02	10.0	10.2
String 1, Cluster 7, Gun 10	4488		0.5	0.10	9.8	10.5
String 1, Cluster 7, Gun 11	4488		0.4	0.11	9.3	9.9
String 2, Cluster 1, Gun 1	4488		0.3	0.06	9.7	10.1
String 2, Cluster 1, Gun 2	4488		-0.5	0.12	9.8	10.7
String 2, Cluster 2, Gun 3	4488		-0.2	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	4488		0.2	0.05	9.8	10.1
String 2, Cluster 4, Gun 6	4488		-0.2	0.03	10.4	10.7
String 2, Cluster 5, Gun 7	4488		0.4	0.06	10.7	11.3
String 2, Cluster 6, Gun 8	4488		-0.2	0.04	9.6	9.9
String 2, Cluster 6, Gun 9	4488		-0.3	0.09	9.7	10.2
String 2, Cluster 7, Gun 10	4488		0.5	0.13	9.8	10.6
String 2, Cluster 7, Gun 11	4488		0.4	0.10	9.6	10.3

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