

### Gun Performance Summary

Line Name: DPISF-050-P1061  
Start time: 23/03/2010 07:48:35

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		0.4	0.07	9.9	10.4
String 1, Cluster 1, Gun 2	4951		0.3	0.06	9.4	10.0
String 1, Cluster 2, Gun 3	4951		0.2	0.05	9.8	10.2
String 1, Cluster 2, Gun 4	4951		-0.3	0.05	10.4	10.9
String 1, Cluster 3, Gun 5	4951		-0.4	0.09	10.8	11.7
String 1, Cluster 4, Gun 6	4951		0.3	0.08	9.6	10.0
String 1, Cluster 5, Gun 7	4951		-0.2	0.04	9.4	9.7
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4951		0.1	0.03	9.3	9.5
String 1, Cluster 7, Gun 10	4951		-0.6	0.16	9.6	10.6
String 1, Cluster 7, Gun 11	4951		0.5	0.14	9.6	10.4
String 2, Cluster 1, Gun 1	4951		-0.1	0.04	9.0	9.3
String 2, Cluster 1, Gun 2	4951		0.1	0.04	9.3	9.5
String 2, Cluster 2, Gun 3	4951		-0.2	0.06	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	0.06	9.2	9.5
String 2, Cluster 4, Gun 6	4951		0.3	0.06	9.3	9.7
String 2, Cluster 5, Gun 7	4951		-0.4	0.09	11.1	11.8
String 2, Cluster 6, Gun 8	4951		0.1	0.05	9.3	9.6
String 2, Cluster 6, Gun 9	4951		0.3	0.07	9.5	9.9
String 2, Cluster 7, Gun 10	4951		-0.3	0.06	8.8	9.2
String 2, Cluster 7, Gun 11	4951		0.4	0.10	9.3	10.0

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