

### Gun Performance Summary

Line Name: DPISF-034-P1069  
 Start time: 26/03/2010 13:09:50

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	4066		0.4	0.07	9.9	10.4
String 1, Cluster 1, Gun 2	4066		0.2	0.05	9.3	9.7
String 1, Cluster 2, Gun 3	4066		-0.2	0.05	9.7	10.0
String 1, Cluster 2, Gun 4	4066		0.2	0.05	10.1	10.4
String 1, Cluster 3, Gun 5	4066		0.4	0.09	10.4	11.4
String 1, Cluster 4, Gun 6	4066		0.2	0.09	9.8	10.2
String 1, Cluster 5, Gun 7	4066		-0.2	0.05	9.5	9.8
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4066		0.1	0.03	9.4	9.6
String 1, Cluster 7, Gun 10	4066		0.6	0.18	9.6	10.6
String 1, Cluster 7, Gun 11	4066		-0.4	0.12	9.5	10.2
String 2, Cluster 1, Gun 1	4066		-0.1	0.04	9.2	9.5
String 2, Cluster 1, Gun 2	4066		0.2	0.04	8.9	9.2
String 2, Cluster 2, Gun 3	0		0	0.00	0.0	0.0
String 2, Cluster 2, Gun 4	4066		-0.2	0.05	9.5	9.7
String 2, Cluster 3, Gun 5	4066		0.1	0.06	9.3	9.6
String 2, Cluster 4, Gun 6	4066		-0.5	0.10	9.1	9.8
String 2, Cluster 5, Gun 7	4066		0.1	0.03	11.4	11.6
String 2, Cluster 6, Gun 8	4066		0.1	0.05	9.7	9.9
String 2, Cluster 6, Gun 9	4066		-0.2	0.05	9.6	10.0
String 2, Cluster 7, Gun 10	4066		0.4	0.15	9.0	9.7
String 2, Cluster 7, Gun 11	4066		0.3	0.10	9.4	9.9

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