

### Gun Performance Summary

Line Name: DPISF-016-P1094  
 Start time: 06/04/2010 01:14:02

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	1116		0.4	0.10	10.1	10.6
String 1, Cluster 1, Gun 2	1116		0.2	0.06	9.6	9.8
String 1, Cluster 2, Gun 3	1116		0.2	0.06	9.6	9.8
String 1, Cluster 2, Gun 4	1116		0.1	0.05	10.3	10.5
String 1, Cluster 3, Gun 5	1116		0.2	0.05	11.1	11.6
String 1, Cluster 4, Gun 6	1116		-0.2	0.08	10.2	10.5
String 1, Cluster 5, Gun 7	1116		-0.2	0.08	9.5	9.8
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	1116		-0.1	0.04	9.5	9.7
String 1, Cluster 7, Gun 10	1116		-0.2	0.07	9.3	9.6
String 1, Cluster 7, Gun 11	1116	38	0.4	0.11	9.4	10.0
String 2, Cluster 1, Gun 1	1116		-0.3	0.10	9.4	10.0
String 2, Cluster 1, Gun 2	1116		0.2	0.05	9.1	9.3
String 2, Cluster 2, Gun 3	5	5	0	0.00	0.0	0.0
String 2, Cluster 2, Gun 4	1113		-0.2	0.05	9.4	9.7
String 2, Cluster 3, Gun 5	1116		0.2	0.05	9.6	9.8
String 2, Cluster 4, Gun 6	1116		-1	0.09	8.9	10.1
String 2, Cluster 5, Gun 7	1116		-0.2	0.05	9.0	9.5
String 2, Cluster 6, Gun 8	1116		0.3	0.07	9.5	10.0
String 2, Cluster 6, Gun 9	1116		-0.3	0.05	9.0	9.5
String 2, Cluster 7, Gun 10	1116		0.4	0.11	9.4	10.2
String 2, Cluster 7, Gun 11	1116		-0.2	0.05	9.1	9.5

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