

### Gun Performance Summary

Line Name: DPISF-039-P1023  
 Start time: 01/03/2010 10:22:02

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	4776		0.2	0.04	9.4	9.7
String 1, Cluster 1, Gun 2	4776		0.2	0.06	9.2	9.5
String 1, Cluster 2, Gun 3	4776		0.1	0.05	9.7	9.8
String 1, Cluster 2, Gun 4	4776	2	2.3	0.06	9.2	11.6
String 1, Cluster 3, Gun 5	4776		0.3	0.06	10.6	11.1
String 1, Cluster 4, Gun 6	4776		0.2	0.05	9.9	10.1
String 1, Cluster 5, Gun 7	4776		-0.1	0.02	9.8	10.0
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4776		0.2	0.05	9.9	10.2
String 1, Cluster 7, Gun 10	4776		1	0.18	9.8	11.3
String 1, Cluster 7, Gun 11	4776		0.4	0.10	9.4	9.9
String 2, Cluster 1, Gun 1	4776		0.1	0.04	9.6	9.9
String 2, Cluster 1, Gun 2	4776		-0.4	0.11	9.7	10.5
String 2, Cluster 2, Gun 3	4776		-0.1	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	4776		0.1	0.05	9.8	10.1
String 2, Cluster 4, Gun 6	4776		-0.1	0.04	9.3	9.7
String 2, Cluster 5, Gun 7	4776		-0.1	0.05	11.6	12.1
String 2, Cluster 6, Gun 8	4776		0.3	0.06	9.5	10.0
String 2, Cluster 6, Gun 9	4776		-0.3	0.07	9.5	10.0
String 2, Cluster 7, Gun 10	4776		0.4	0.09	9.3	10.0
String 2, Cluster 7, Gun 11	4776		0.3	0.08	9.6	10.1

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