

### Gun Performance Summary

Line Name: DPISF-004-P1005  
Start time: 22/02/2010 13:04:07

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	3067		0.2	0.05	9.5	9.9
String 1, Cluster 1, Gun 2	3067		0.2	0.05	9.2	9.5
String 1, Cluster 2, Gun 3	3067		-0.2	0.05	9.7	9.9
String 1, Cluster 2, Gun 4	3067		0.2	0.04	9.3	9.6
String 1, Cluster 3, Gun 5	3067		-0.2	0.04	10.6	10.9
String 1, Cluster 4, Gun 6	3067		0.1	0.04	9.9	10.2
String 1, Cluster 5, Gun 7	3067		0.2	0.06	9.8	10.1
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	3067		0.2	0.06	10.0	10.2
String 1, Cluster 7, Gun 10	3067	1	2.4	0.19	9.7	12.5
String 1, Cluster 7, Gun 11	3067	1	3.1	0.13	9.4	12.8
String 2, Cluster 1, Gun 1	3067		0.1	0.04	9.6	9.9
String 2, Cluster 1, Gun 2	3067		0.4	0.12	9.7	10.5
String 2, Cluster 2, Gun 3	3067		0.5	0.06	9.7	10.3
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	3067		-0.2	0.05	10.0	10.4
String 2, Cluster 4, Gun 6	3067		-0.2	0.04	10.4	10.9
String 2, Cluster 5, Gun 7	3067		-0.5	0.06	11.2	11.9
String 2, Cluster 6, Gun 8	3067		0.3	0.04	9.5	9.9
String 2, Cluster 6, Gun 9	3067		0.2	0.06	9.5	9.9
String 2, Cluster 7, Gun 10	3067	1	3.1	0.15	9.8	13.5
String 2, Cluster 7, Gun 11	3067	1	3.9	0.11	9.4	13.6

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