

### Gun Performance Summary

Line Name: DPISF-S18-P1088  
 Start time: 03/04/2010 16:55:11

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	7022		0.3	0.06	10.1	10.5
String 1, Cluster 1, Gun 2	7022		-0.2	0.04	9.2	9.9
String 1, Cluster 2, Gun 3	7022		0.2	0.05	9.6	9.9
String 1, Cluster 2, Gun 4	7022		-0.1	0.03	10.2	10.4
String 1, Cluster 3, Gun 5	7022		0.2	0.04	10.9	11.3
String 1, Cluster 4, Gun 6	7022		0.2	0.05	10.2	10.5
String 1, Cluster 5, Gun 7	7022		0.3	0.08	9.4	10.0
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	7022		-0.1	0.03	9.5	9.8
String 1, Cluster 7, Gun 10	7022		-0.3	0.08	9.3	9.7
String 1, Cluster 7, Gun 11	7022		0.5	0.12	9.4	10.2
String 2, Cluster 1, Gun 1	7022		-0.2	0.05	9.3	9.6
String 2, Cluster 1, Gun 2	7022		0.3	0.05	8.9	9.6
String 2, Cluster 2, Gun 3	7022		0.2	0.04	9.6	10.0
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	7022		-0.2	0.06	9.4	9.8
String 2, Cluster 4, Gun 6	7022		0.6	0.09	9.1	9.7
String 2, Cluster 5, Gun 7	7022		0.4	0.06	10.8	11.5
String 2, Cluster 6, Gun 8	7022		0.3	0.07	9.5	10.0
String 2, Cluster 6, Gun 9	7022		0.3	0.09	9.6	10.1
String 2, Cluster 7, Gun 10	7022		0.4	0.07	9.0	9.7
String 2, Cluster 7, Gun 11	7022		0.4	0.10	9.4	10.0

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