

### Gun Performance Summary

Line Name: DPISF-012-P1096  
 Start time: 06/04/2010 13:43:05

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	3602		0.3	0.05	10.0	10.3
String 1, Cluster 1, Gun 2	3602		0.2	0.05	9.5	10.0
String 1, Cluster 2, Gun 3	3602		-0.2	0.04	9.5	9.7
String 1, Cluster 2, Gun 4	3602		0.2	0.04	10.2	10.5
String 1, Cluster 3, Gun 5	3602		0.2	0.05	11.1	11.6
String 1, Cluster 4, Gun 6	3602		0.2	0.06	10.1	10.6
String 1, Cluster 5, Gun 7	3602		-0.3	0.08	9.4	9.9
String 1, Cluster 6, Gun 8	3602		-0.1	0.05	9.3	9.6
String 1, Cluster 6, Gun 9	3602		-0.1	0.04	9.5	9.6
String 1, Cluster 7, Gun 10	3602		0.2	0.04	9.1	9.5
String 1, Cluster 7, Gun 11	3602		0.5	0.11	9.1	9.9
String 2, Cluster 1, Gun 1	3602		-0.4	0.08	9.7	10.4
String 2, Cluster 1, Gun 2	3602		0.7	0.16	9.0	10.0
String 2, Cluster 2, Gun 3	0		0	0.00	0.0	0.0
String 2, Cluster 2, Gun 4	3602		-0.2	0.05	9.6	9.9
String 2, Cluster 3, Gun 5	3602		0.2	0.04	9.6	10.0
String 2, Cluster 4, Gun 6	0		0	0.00	0.0	0.0
String 2, Cluster 5, Gun 7	3602		0.2	0.06	9.2	9.8
String 2, Cluster 6, Gun 8	3602		0.2	0.04	9.6	9.9
String 2, Cluster 6, Gun 9	3602		-0.1	0.04	9.3	9.8
String 2, Cluster 7, Gun 10	3602		-1	0.25	9.4	10.7
String 2, Cluster 7, Gun 11	3602		-0.5	0.14	9.2	10.3

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