

### Gun Performance Summary

Line Name: DPISF-016-P2095  
 Start time: 06/04/2010 06:01:42

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	2826		0.3	0.07	10.0	10.5
String 1, Cluster 1, Gun 2	2826		0.2	0.05	9.4	9.8
String 1, Cluster 2, Gun 3	2826		0.2	0.04	9.5	9.8
String 1, Cluster 2, Gun 4	2826		0.1	0.05	10.3	10.5
String 1, Cluster 3, Gun 5	2826		-0.2	0.05	11.2	11.6
String 1, Cluster 4, Gun 6	2826		0.3	0.05	10.2	10.7
String 1, Cluster 5, Gun 7	2826		-0.3	0.08	9.4	9.9
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	2826		0.2	0.04	9.5	9.7
String 1, Cluster 7, Gun 10	2826		0.2	0.05	9.1	9.4
String 1, Cluster 7, Gun 11	2826		0.4	0.11	9.0	9.6
String 2, Cluster 1, Gun 1	2826		-0.5	0.12	9.6	10.7
String 2, Cluster 1, Gun 2	2826		0.4	0.08	9.2	9.8
String 2, Cluster 2, Gun 3	2	2	0	0.00	0.0	0.0
String 2, Cluster 2, Gun 4	2824		0.4	0.05	9.5	10.1
String 2, Cluster 3, Gun 5	2826		0.2	0.04	9.6	9.9
String 2, Cluster 4, Gun 6	2826		-0.2	0.05	10.0	10.4
String 2, Cluster 5, Gun 7	2826		-0.2	0.05	9.1	9.5
String 2, Cluster 6, Gun 8	2826		-0.2	0.05	9.6	10.0
String 2, Cluster 6, Gun 9	2826		-0.2	0.04	9.2	9.6
String 2, Cluster 7, Gun 10	2826		-0.9	0.17	9.4	10.7
String 2, Cluster 7, Gun 11	2829	27	-11.1	0.36	0.2	11.5

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