

### Gun Performance Summary

Line Name: DPISF-S16-P1086  
 Start time: 02/04/2010 07:00:27

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	9454		0.3	0.05	10.0	10.5
String 1, Cluster 1, Gun 2	9454		0.1	0.05	9.3	9.8
String 1, Cluster 2, Gun 3	9454		0.2	0.06	9.6	10.0
String 1, Cluster 2, Gun 4	9454		0.2	0.05	10.1	10.4
String 1, Cluster 3, Gun 5	9454		-0.4	0.07	10.7	11.5
String 1, Cluster 4, Gun 6	9454		0.2	0.06	10.0	10.6
String 1, Cluster 5, Gun 7	9454		-0.3	0.06	9.5	9.9
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	9454		0.1	0.04	9.4	9.7
String 1, Cluster 7, Gun 10	9454		0.3	0.07	9.3	9.7
String 1, Cluster 7, Gun 11	9454		0.5	0.12	9.3	10.1
String 2, Cluster 1, Gun 1	9454	8	-6.2	0.10	3.4	13.7
String 2, Cluster 1, Gun 2	9454		-0.2	0.04	8.9	9.3
String 2, Cluster 2, Gun 3	0		0	0.00	0.0	0.0
String 2, Cluster 2, Gun 4	9454	3	-3.6	0.08	6.1	11.9
String 2, Cluster 3, Gun 5	9454	1	-0.2	0.06	9.4	9.7
String 2, Cluster 4, Gun 6	9454		0.6	0.14	9.0	9.9
String 2, Cluster 5, Gun 7	9454		0.2	0.05	11.8	12.4
String 2, Cluster 6, Gun 8	9454	5	1.6	0.07	9.6	11.3
String 2, Cluster 6, Gun 9	9454		-0.3	0.09	9.7	10.2
String 2, Cluster 7, Gun 10	9454		0.4	0.09	9.1	9.8
String 2, Cluster 7, Gun 11	9454		0.4	0.10	9.4	10.1

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