

### Gun Performance Summary

Line Name: DPISF-046-P1064  
 Start time: 24/03/2010 10:04:54

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	4951		0.3	0.07	9.9	10.5
String 1, Cluster 1, Gun 2	4951		0.3	0.06	9.5	10.0
String 1, Cluster 2, Gun 3	4951		-0.3	0.05	9.8	10.3
String 1, Cluster 2, Gun 4	4951		0.3	0.05	10.2	10.9
String 1, Cluster 3, Gun 5	4951		-0.5	0.10	10.6	11.5
String 1, Cluster 4, Gun 6	4951		0.2	0.07	9.8	10.1
String 1, Cluster 5, Gun 7	4951		0.2	0.05	9.4	9.8
String 1, Cluster 6, Gun 8	0		0	0.00	0.0	0.0
String 1, Cluster 6, Gun 9	4951		0.1	0.05	9.4	9.6
String 1, Cluster 7, Gun 10	4951		0.6	0.15	9.7	10.6
String 1, Cluster 7, Gun 11	4951		-0.4	0.13	9.6	10.4
String 2, Cluster 1, Gun 1	4951		0.2	0.05	8.9	9.3
String 2, Cluster 1, Gun 2	4951		0.2	0.04	9.0	9.2
String 2, Cluster 2, Gun 3	4951		-0.1	0.04	9.5	9.7
String 2, Cluster 2, Gun 4	0		0	0.00	0.0	0.0
String 2, Cluster 3, Gun 5	4951		0.1	0.05	9.3	9.5
String 2, Cluster 4, Gun 6	4951		0.3	0.07	9.3	9.9
String 2, Cluster 5, Gun 7	4951		0.3	0.07	11.2	11.7
String 2, Cluster 6, Gun 8	4951		0.2	0.05	9.5	10.0
String 2, Cluster 6, Gun 9	4951		-0.3	0.08	9.6	10.0
String 2, Cluster 7, Gun 10	4951		0.2	0.06	8.8	9.2
String 2, Cluster 7, Gun 11	4951		-0.3	0.07	9.3	9.8

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