

| Likelihood of Failure | Criteria: Occurrence of Cause - DFMEA (Design life/reliability of item/vehicle)                       | Criteria: Occurrence of Cause - PFMEA (Incidents per items/vehicles) | Rank      |
|-----------------------|---|--|-----------|
| Very High             | New technology/new design with no history.  | $\geq 100$ per thousand<br>$\geq 1$ in 10                            | <b>10</b> |
| High                  | Failure is inevitable with new design, new application, or change in duty cycle/operating conditions. | 50 per thousand<br>1 in 20   | <b>9</b>  |
|                       | Failure is likely with new design, new application, or change in duty cycle/operating conditions.     | 20 per thousand<br>1 in 50   | <b>8</b>  |
|                       | Failure is uncertain with new design, new application, or change in duty/operating conditions.        | 10 per thousand<br>1 in 100  | <b>7</b>  |
| Moderate              | Frequent failures associated with similar designs or in design simulation and testing.                | 2 per thousand<br>1 in 500   | <b>6</b>  |
|                       | Occasional failures associated with similar designs or in design simulation and testing.              | .5 per thousand<br>1 in 2,000  | <b>5</b>  |
|                       | Isolated failures associated with similar design or in design simulation and testing.                 | .1 per thousand<br>1 in 10,000                                       | <b>4</b>  |
| Low                   | Only isolated failures associated with almost identical design or in design simulation and testing.   | .01 per thousand<br>1 in 100,000                                     | <b>3</b>  |
|                       | No observed failures associated with almost identical design or in design simulation and testing.     | $\leq .001$ per thousand<br>1 in 1,000,000                           | <b>2</b>  |
| Very Low              | Failure is eliminated through preventative control.   | Failure is eliminated through preventive control.                    | <b>1</b>  |