

Shot #	TMX	DJStew
1	0.031	0.037
2	0.031	0.034
3	0.027	0.031
4	0.020	0.029
5	0.020	0.027
6	0.020	0.027
7	0.020	0.027
8	0.020	0.027

Computed snick-boom times (seconds)

The changes you see are due to the fact that the recorders were in motion for the first 4 shots.