

2009 Bass Race Rules & Regulations

Section 0 - Introduction

Section 1 - General Rules

Section 2 - Competitor Classification System

Section 3 - Auto Sound Equipment Regulations

Section 4 - Judging Procedure

Section 5 - Points Accrual

Section 6 - World Finals

Section 7 - Tips, Tricks, Techniques

Introduction

Bass Race Competition

Bass Race is an auto sound competition format based on contestant skill and Sound Pressure Level (SPL). In Bass Race, contestants first participate in a qualification process where each participant's SPL is measured. Contestants with similar scores are then grouped together for the elimination portion of the competition. During the elimination rounds, contestants face off in a head-to-head format. The objective is to have the loudest AVERAGE score while playing music without "breaking out" of the class they originally qualified in. This is the fundamental basis for a Bass Race event.

The dB Drag Racing Association (dBDRRA) has gone to great lengths to insure that the rules for competing in Bass Race are as comprehensive and unambiguous as possible. Even so, there will invariably be times when a particular application or installation will fall outside the scope of this rulebook. When those occasions arise, it is the responsibility of the head judge to make a determination as to whether the incident in question abides by the "spirit" of Bass Race competition. As a competitor, it is your responsibility to understand the rules contained in this book and to abide by any decisions rendered by the head judge.

Bass Race Creed

- I will never operate my system in a manner that will disturb those around me.
- I will never operate my system in a manner that could result in injury.
- I will never operate my system in violation of the law.
- I will do my best to represent the sport of Bass Race in a positive fashion.
- I will conduct myself in a professional manner while participating at events.
- I will do my best to support those companies and retailers who support our sport.
- I will always abide by the Bass Race rules when competing and will do my best to insure that others abide by the rules as well.

Safety Guidelines

The safety of the competitors, judges, and bystanders at a Bass Race event are of paramount importance. As the operator of the competition vehicle and its sound system, the competitor has a tremendous responsibility both to himself and to those around him with regards to safety. Competitors should clearly understand the following issues prior to participating in a Bass Race event.

- Operation of a motor vehicle is inherently dangerous. You MUST insure that the operation of your vehicle will not endanger yourself or those around you. Please adhere to all local laws and verify that your pathway is clear before moving your vehicle. Although officiating staff members may sometimes offer assistance in moving and/or directing traffic, the responsibility for the operation of the competition vehicle ultimately

lies with the competitor.

- Auto sound systems are capable of producing high sound pressure levels. Exposure to high sound pressure levels may cause hearing damage. NEVER operate your sound system in such a manner as to expose yourself or others to high sound pressure levels. In addition, listening to your sound system at high volumes while driving may prevent you from hearing emergency vehicles, vehicle or train horns, etc. Always operate your sound system in accordance with local laws and never operate your sound system in a manner that could interfere with the safe operation of your vehicle. This includes making adjustments to your sound system while you are driving.
- Custom auto sound installations may affect the safety and/or integrity of your vehicle. Although some competitors may elect to have their sound system installed by others, it is ultimately the competitor's responsibility to validate that his or her installation is safe. Particular care should be taken with regards to electrical wiring. All power wires should be fused directly at the battery to minimize the risk of a fire hazard. Sound components such as speakers, amplifiers, enclosures, etc. should be fastened to the vehicle in such a way as to prevent them from causing injury or damage in the event of an accident. Vehicles that have been structurally modified to accommodate the sound system or vehicles that exceed the maximum gross weight limits as detailed in the vehicle's operating manual should never be driven on public streets or highways.

The dB Drag Racing Association and its affiliates are not qualified to determine the safety and/or legality of a given competition vehicle. This responsibility lies with the competitor. As such, the dB Drag Racing Association and its affiliates cannot be responsible for any accidents, damages, or injuries that occur at a Bass Race event. By participating in a Bass Race event, the competitor agrees to take full responsibility for his or her actions and any accidents, damages, or injuries that may occur. The dBDRRA strongly encourages competitors to operate their vehicles and sound systems in a manner that is consistent with local laws. Flagrant disregard for safety will result in disqualification and subsequent ejection from the event.

Section 1 - General Rules

Competitors may use the program material of their choice while competing.

Additional Guidelines:

- 1-1 • The program material being played must originate from a source unit that is specifically designed for installation and operation in a 12-Volt auto sound environment. This includes cassette decks, CD players and changers, DVD players and changers, VCR's and VCP's, MP3 units, AM / FM / Satellite radio tuners, and any other playback device that is specifically designed for installation and operation in a 12-Volt auto sound environment.
- The program material must consist of music. No "test tones" are permitted. Test tones "camouflaged" as music or "songs" that are advertised as music but are, in fact, test tones will not be permitted in competition.
- The program media may be from a commercial source (such as a CD you purchase) or a custom, homemade recording.

- 1-2 Adjustments to the sound system may be made while the vehicle is being metered as long as no other applicable rules are violated during the adjustment process. (Metering is the process where the Sound Pressure Level or SPL of your vehicle is measured.)

The contestant's vehicle may be running while in the judging lanes as long as the following conditions apply:

- 1-3 • Operation of the vehicle or sound system must not endanger the judge, competitor, spectators, or any real or personal property on the premises.
- The vehicle's parking brake must be set.
- The wheels must be chocked.
- The hood must be closed.
- The maximum engine idle speed must not exceed 2000 RPM.
- A remote "engine kill switch" must be easily accessible from outside of the vehicle for those competitors that are bolting (clamping, strapping, etc.) the doors of the vehicle closed while in the judging lanes.

It is the competitor's responsibility to comply with the conditions listed above.

Competitors found to be in violation of one or more of these conditions may be eliminated from the competition.

- 1-4 The contestant must be outside of the vehicle while the sound system is being metered and all doors, windows, and other openings to the vehicle must remain closed during this time.

Exception - Competitors may remain inside of the vehicle during metering provided:

- They wear adequate hearing protection at all times.
- The competitor must sign a Bass Race entry form that includes a waiver stating that the competitor understands that "exposure to high sound pressure levels may result in temporary or permanent hearing loss".

Section 2 - Competitor Classification System

2-1 Competitors are classified by the average Sound Pressure Level of their sound system when qualifying.

During qualifying, each contestant's sound system is measured with a Term-LAB SPL meter. This meter measures the average SPL of the contestant's sound system in dB over a period of 30 seconds. At the end of the 30 second measurement period, the contestant will be placed into one of four Bass Race classes based upon the contestant's score.

2-2 The classes are:

- 120.0 dB to 129.9 dB
- 130.0 dB to 139.9 dB
- 140.0 dB to 149.9 dB
- 150.0 dB to 159.9 dB

Each competition vehicle may compete in one, and only one class at each Bass Race event.

Additional Guidelines:

- 2-3
- Competitors may not enter the same vehicle in more than one class at a Bass Race event.
 - Competitors may enter multiple vehicles at a Bass Race event provided that no two vehicles are entered into the same class and provided that each vehicle is entered under a unique competitor name.
 - Competitors may not send out a "fleet" (2 or more) of vehicles to compete in an attempt to circumvent the point's accrual requirements for the World Finals.
 - Competitors must accompany their vehicle at each event. In other words, a competitor may not send his vehicle to an event with a friend in order to compete while he stays at home.
 - Each competitor must operate his or her own system during competition. "Switch-hitting" is not permitted.

Section 3 - Auto Sound Equipment Regulations

All of the auto sound equipment used in the competitor's sound system must satisfy the following guidelines:

- 3-1 All auto sound equipment must be designed for installation and operation in a 12-Volt auto sound environment.

All auto sound equipment must be (or have been) commercially available. The determination as to whether a product is (or was) commercially available shall be at the sole discretion of the dBDRRA.

Additional Guidelines:

- 3-2
- Equipment must be available for purchase through legitimate auto sound retailers. For clarification purposes, the dBDRRA defines a legitimate retailer as any business that is legally licensed to conduct auto sound related transactions, operates a retail establishment that is open for business at least 40 hours per week, and is a factory authorized dealer for the equipment in question.

All auto sound amplifiers must be linear in nature.

Additional Guidelines:

- 3-3
- The amplifiers used in the sound system should be designed for audio reproduction. For clarification purposes, the amplifier's output waveform should be a close facsimile to that of the input signal. In addition, the amplifier's output magnitude should be proportional to that of the input signal. The determination as to whether an amplifier is acceptable for use in Bass Race competition shall be at the sole discretion of the dBDRRA.
 - No embedded active power sources (such as batteries) may reside inside of the amplifier.

The program material must be reproduced using conventional loudspeakers (subwoofers). The determination as to whether a loudspeaker is acceptable for use in Bass Race Racing competition shall be at the sole discretion of the dBDRRA.

Additional Guidelines:

- 3-4
- The dBDRRA defines a conventional loudspeaker as a sound reproducing electro-mechanical transducer that incorporates a cone, surround, basket, and voice-coil.
 - The loudspeaker must be powered directly by the audio amplifier(s).
 - Loudspeakers incorporating servo mechanisms, actuators, or any other form of mechanically powered motor are specifically prohibited.

- A maximum of 4 electrical conductors may be connected to each woofer as long as no other applicable rules are violated.
- A maximum of 2 amplifiers may be connected to each coil on a woofer.
- Compressed air, explosive devices, etc. are expressly forbidden.

3-5 Auto sound equipment introduced less than 60 days prior to the Season Cut-Off date will not be permitted at the Finals or at ANY multi-point event. (Products must actually be shipping and commercially available at retailers 60 days prior to the deadline date.)

Competition vehicles and auto sound systems may NOT be altered during competition at the Finals or at ANY multi-point event. Only damaged equipment may be replaced and the equipment being replaced may only be replaced with an equivalent component. The determination as to whether a product is an equivalent component shall be at the sole discretion of the dBDR.

Exception:

- At the World Finals, components may only be replaced with an identical (exact replacement - same brand and model) component.

Additional Guidelines and Examples:

3-6

- This rule does not apply to source units or signal processors.
- The period of time from which alterations are prohibited begins with the start of the event (registration) and ends with the awards ceremony at the conclusion of the event.
- You may replace a broken 400-Watt amplifier with another brand's 400-Watt amplifier. You may not replace a 400-Watt amp with a 1000-Watt amp. (The replacement amp's rated output power must be within +/- 20% of the original amp's rated output power.)
- You may adjust the tuning frequency of your enclosure by adjusting the enclosure's vent. You may not rebuild or replace the enclosure.
- You may not rebuild or modify your vehicle's interior.

Section 4 - Judging Procedure

4-1 After everyone has had an opportunity to qualify, the 8 loudest contestants in each class will be randomly paired against one another in the quarter-final elimination bracket. Each pairing of competitors will compete against one another in a head-to-head fashion. The winner will advance to the next round of eliminations and the loser will be eliminated from the contest. This form of competition will continue (semi-finals and finals) until there is a winner for each class.

The following violations will result in a score of ZERO...

- Red Light – Playing your sound system BEFORE the 30 second clock begins.
- Over Shot – Exceeding your classes' maximum score at any time during the run. (Example: A contestant scoring a 132.0 at any time during an elimination run in the 120.0 – 129.9 class would result in a score of ZERO.)
- 4-2 • Over Rev – Revving the motor in excess of 2000 RPM's.
- Venting – Opening a door, trunk, hatch, sun-roof, window, etc. during the run.
- High Freq – Playing a bass note in excess of 80 Hz to obtain a maximum average score.
- Test Tones – Using test tones or sine sweeps for program material.

In the case of a tie, the following steps will take place to determine the winner...

- First Tie-Breaker – Re-run the round.
- Second Tie-Breaker – Shut down the engines and re-run the round.
- 4-3 • Third Tie-Breaker – Shut down the engines and re-run the round by operating the system from outside the vehicle.
- Fourth Tie-Breaker - Re-run the round using a song that is randomly selected from the Bass Race competition CD. (A die may be used to determine which track will be used.)

Section 5 - Points Accrual

Eligibility for competition at the Bass Race World Finals is partially based upon a competitor's point's accumulation throughout the season. To accrue points, a competitor must compete at officially sanctioned Bass Race events. (Officially sanctioned events can be found on our event calendar at www.dbdragracing.com.)

Points will be awarded as follows:

- First Place - 8 Points
- Second Place - 7 Points
- Third Place - 6 Points
- 5-1 • Fourth Place - 5 Points
- Fifth Place - 4 Points
- Sixth Place - 3 Points
- Seventh Place - 2 Points
- Eighth Place - 1 Point

Points awarded at multi-point events will be multiplied as follows:

- Double Point - 2x the standard points awarded
- Triple Point - 3x the standard points awarded
- World Finals - 4x the standard points awarded

Only competitors who actively participate in a Bass Race event are eligible to receive points for that event.

Additional Guidelines:

- Competitors must compete in the event until they either win or get eliminated from the competition.
- 5-2 • At a minimum, competitors must establish a qualifying score.

Example:

- If a competitor is the only entry in a class, the competitor must run through the lanes at least one time. No further participation in the event is necessary.
- If a competitor qualifies for the elimination rounds, and then leaves before he or she is defeated (or wins) the event, the competitor will not receive any points.

- 5-3 While competitors may switch competition vehicles at any time, at least 50% of the competitor's qualifying points must have been earned with the vehicle that will be competing at the Finals. (For example: If 100 points are required to qualify for the

Finals, at least 50 points must have been earned with the vehicle that will be competing at the Finals.)

Special Provision:

- If a competitor's vehicle is totaled in an accident or is stolen, the dB Drag Racing Association may, at the competitor's request, transfer all of the competitor's points to a different vehicle providing the competitor can prove that an accident or theft actually occurred. Typically, a copy of the police report and a copy of the insurance claim will suffice.

5-4 If a competitor is a show promoter (or is employed by a show promoter), at least 50% of the competitor's qualifying points must have been earned at shows other than his own (or his employer's).

5-5 Points are "non-transferable" between competitors.

Section 6 - World Finals

- 6-1 Competitors must accrue the requisite number of points for the current competition season.
- 6-2 The dBDRRA will invite the top 100 competitors (based on Points) to participate in the World Finals.

Competitors must have a current Bass Race membership prior to the Season Cut-Off date in order to be eligible for an invitation to the World Finals. If a contestant will be using the same vehicle to compete in both dB Drag Racing and Bass Race, a Combo membership may be used to meet this requirement. If the competitor will be using SEPERATE vehicles to compete in dB Drag Racing and Bass Race, seperate memberships must be purchased for each vehicle.
- 6-3

Section 7 - Tips, Tricks, Techniques

7-1 Music - Find a song that contains a minimum of 30 seconds of bass. Each sound system is different so don't hesitate to experiment to find the song that works best for you.

Average SPL – To maximize your score, you need to fully understand how the SPL meter averages your score. The following examples describe this process...

Example 1:

- If in the 1st “second of time” you have a score of 90 dB, your average score is 90 dB.
- If in the 2nd “second of time” you have a score of 100 dB, your average score will be $(90+100) / 2 = 95$ dB.
- If in the 3rd “second of time” you have a score of 120 dB, your average score will be $(90+100+120) / 3 = 103$ dB.
- The same process is carried out for each second of measurement in the 30 second judging period to determine your final average score.

7-2

Example 2:

- If in the 1st “second of time” you have a score 0 dB, your average score is 0 dB.
- If in the 2nd “second of time” you have a score of 0 dB, your average score will be 0 dB.
- If in the 3rd “second of time” you have a score of 120 dB, your average score will be $(0+0+120) / 3 = 40$ dB.
- The same process is carried out for each second of measurement in the 30 second judging period to determine your final average score.

As you can see, reaction time is crucial. But be careful. If you play your system prior to the start of measurement, you will “Red Light” and your score for the run will be set to 0.

7-3 Be Prepared – Have your CD ready. Reaction time is very important. You want bass music to begin as soon as the SPL meter starts to measure. Songs with long introductions (and no bass) are not recommended. Music tracks with a strong and continuous bass beat work best.

7-4 Stay Informed – Once in the lanes, park your car so that you can clearly see the display score board. The information displayed here is critical to controlling your sound system. Remember, you want to maximize your average score WITHOUT busting out of your class (Over Shot). For example: If you are competing in the 120.0 to 129.9 class, the ideal score would be a 129.9. This is as loud as you can play your system without exceeding your class maximum.