

SPLMAX

Presents:

The Bass Race format is simple.

New SPL competition



Try it
TODAY

- Competitors score is a 30 second average of commercially recorded music (no burned cd's, test tones or burps)
- Competitors with similar scores compete "head to head" to see who has the loudest car stereo

The Bass Race competition begins when a competitor qualifies his or her vehicle. To qualify, a Termlab SPL sensor is placed on the competitors passenger side windshield. The competitor plays his or her stereo system for 30 seconds. He or she is given an average SPL score. This score places him or her in 1 of 6 classes. **The class is determined strictly on the score.** Classes are NOT determined by equipment, vehicle, competitor status, installation or manufacturer. The classes are:

- 119.9 dB - Under (30 second average SPL)
- 120 dB - 129.9 dB (30 second average SPL)
- 130 dB - 139.9 dB (30 second average SPL)
- 140 dB - 149.9 dB (30 second average SPL)
- 150 dB - 159.9 dB (30 second average SPL)
- 160 dB - UP (30 second average SPL)

Now the fun begins. After all the competitors do their 1 qualifying round they are RANDOMLY placed in a bracket. The brackets determine who will compete against each other. They compete head to head against other competitors with very similar scores. Winners advance in the brackets to the finals.

Please note:

A competitor once placed into a class, his or her average SPL score CANNOT exceed the maximum score for the class at any time. I.E. Hitting a 130 db while in the 120 -129.9 db class during eliminations

Other items are also strictly FORBIDDEN

FORBIDDENS - any of the following items will result in the competitors score being recorded as a ZERO

"RED LIGHT" - starting the stereo before 30 second clock begun

"OVER REV" - revving the motor in excessive of 2000 RPMs

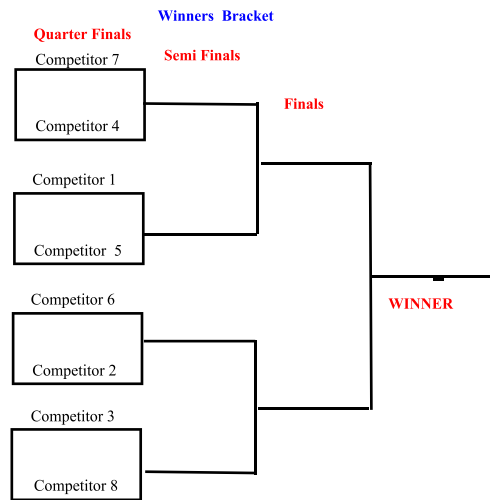
"OVER SHOT"- exceeding the class score any time during eliminations

"VENTING"- Opening a door, trunk or hatch before the 30 second time limit has expired

"RED SCORE" - playing a bass note in excess of 80hz to attain the maximum average SPL score.

"TEST TONES" - competitor using test tones

BRACKETS



Competitors are randomly placed into the brackets

CONTROL AVERAGE REACTION TIME