

*dB Drag Racing*



**BASS** Race™

**BASS RACE  
RULES AND REGULATIONS**

**The Bass Race format is simple!**

Competition score is a 30 second average of any commercially available music (no test tones, burps or burned cd's). Competitors 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, an SPL Sensor is placed on the competitor's passenger side windshield. The vehicle must remain totally sealed. The competitor plays his or her stereo system for 30 seconds. He or she is given an SPL Average score. This score places the competitor in one of six Bass Race classes. The classes are determined strictly on the score. (Classes are not determined by equipment, vehicle, competitor status, installation or manufacturer.)

**BASS RACE CLASSES**

**119.0 dB and Under**

**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**

**160.0 dB and Up**

Now the fun begins!!! After all competitors complete their qualifying round, the top 8 competitors are placed into brackets. The brackets determine who will compete against one another. The competitors compete head to head against other competitors with a similar score. Winners keep advancing to the final round.

**Please Note:**

**Once a competitor has qualified, the score cannot exceed the maximum score for that class.**

*Example:*

A competitor hitting a 132.0 dB, while in the 120.0 – 129.9 dB class during eliminations, would result in a final losing score of ZERO.

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

- **Red Light**  
Playing your stereo before the 30 second clock begins.
- **Over Rev**  
Reving the motor in excess of 2000 RPM's.
- **Over Shot**  
Exceeding your class' maximum score at any time during the run.
- **Venting**  
Opening a door, trunk, hatch, sun-roof, window, etc. during the run.
- **Red Score**  
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.

# TIPS FOR BASS RACE COMPETITION

Welcome to BASS RACE®. Here are a few tips to help increase your success during the Bass Race contest.

1. Find a commercially available CD (no burned CD's, no test tones, or sine waves) that has a least 30 seconds of bass. Try songs that have a steady bass beat.
2. Understand what **AVERAGE** means. For every second of the 30 second time limit, a mathematical equation is being performed by the computer. The average works like this:
  - If in the 1st "second of time" you have a score of 90 dB (your average is 90 dB).
  - In the 2nd "second of time" you have a score of 100 dB (your average is  $(90+100)/2=95$  dB).
  - In the 3rd "second of time" you have a score of 120 dB (your average  $(90+100+120)/3=103$  dB).
  - Another example would be: In the 1st second you have a score of ZERO. In the 2nd second you have a score of ZERO. In the 3rd second you have a score of 120 db (your average would be  $0+0+120/3=40$  dB)
3. Have your cd ready. Reaction time is very important. You want bass music as soon as the 30 second clock starts to play. Songs with long introductions and no bass are not recommended for Bass Race
4. Once in the lanes, park your car so you can see the display score board. You need to see the display score board to help control your stereo.
5. During eliminations, if you fall behind, try increasing the volume to catch up, but do not go over the bracket score.

## QUALIFYING

This is where you have to establish a score. Bass Race offers you only one chance to qualify. To qualify, your vehicle is placed in either LANE 1 or LANE 2. An SPL sensor is placed on the windshield in the passenger side of your vehicle. You may sit in the vehicle (ear protection required) or you may operate the stereo system from OUTSIDE the vehicle. You prepare your electrical and sound system. The vehicle is sealed shut (no cracks, no open doors or trunks). A 30 second timer is displayed. You play your stereo. If your score is in the top 8 of your class, you will keep competing. If your score is not in the top 8 for your class, you are eliminated from competition.

## ELIMINATIONS

This is where the top 8 scores from qualifying for each class compete "HEAD to HEAD". Each round the winner keeps competing and the loser is eliminated. The first round of elimination's is the QUARTER FINALS. The next round is the SEMI FINALS. A winner is determined in the FINALS.

## TIE-BREAKER

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

- **First Tie-braker**  
Re-run the round
- **Second Tie-braker**  
Shut down the engines and re-run the round
- **Third Tie-braker**  
Shut down the engines and re-run the round by operating the system from outside the vehicle.



**CONTROL AVERAGE**  
**REACTION TIME**