



Alberts Experience
Car Stereo makes the *difference*

Sound Off Rules and Classes

Each competing car is classified into one of the following classes. The rules for each class are located below. The table below shows the classes of competition from lowest to highest.

Classification Table

This table shows the restrictions placed on each class.

Classes	Woofers	Walls	Battery Qty	Volts	Eng On	Poduim
Novice A	1-4 *	No	2	12	No	No
Novice B	1-8 *	No	2	12	No	No
Class A	1-4 *	No	2	12	No	No
Class B	1-8 *	No	2	12	No	No
Open	1+	Ok	Unlimited	16	Yes	Yes
Extreme	1+	Required	Unlimited	16	Yes	Yes
Music A	1-4 *	No	2	12	Yes	No
Music B	1-8 *	Yes	Unlimited	16	Yes	Yes

Sound Off Rules

Novice A:

- * Woofers: 1x15, 2x12 or 3x10's or 4x8's,
- Below window line,
- Normal use of Interior
- New Competitors Only

Novice B:

- * Woofers: 1x18, 2x15's, 4x12's, 6x10's or 8-8's,
- Below window line,
- Normal use of Interior
- New Competitors Only

Please Note: Novice Classes are only open to new competitors. Once you have placed first twice in competition, or at judge's discretion, you will be bumped up to the higher corresponding classes.



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Class A:

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- Normal use of Interior

Class B:

- * Woofers: 1x18, 2x15's, 4x12's, 6x10's or 8-8's,
- Below window line,
- Normal use of Interior

Open:

- Woofers: 1+
- Above window line including Walls,
- Normal use in front of B Pillar

Extreme:

- Woofers: 1+
- Go Crazy

How to Compete

1. Insert disc provided and pause track 1. Turn your stereo up to what you think is a safe volume. (this track is a 60hz to 40hz sine sweep).
2. Put on the provided earmuffs!
3. Give thumbs up when you are ready to go.
4. Officials will give you a countdown (3,2,1, GO).
5. Play track and once track has stopped press pause again.
6. Officials will tell you where your car peaked (eg 45hz).
7. Go to the freq your car peaked at on CD (eg 20hz = Track 20, 55hz = Track55 etc).
8. Pause track. Turn up to what you think is a safe volume.
9. Give thumbs up when you are ready to go.
10. Officials will give you a countdown (3,2,1, GO).
11. Play the track for a minimum of 3 seconds or once track has stopped and press pause again.
12. Wait until your 30 seconds is up and turn your system down or off.
13. Return the disc and earmuffs provide.
14. Exit lane, hopefully with a smile on your face!



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Music Class

This class is for a bit of fun. Music track of your choice played for 30 seconds.

Music A:

- * Woofers: 1x15, 2x12 or 3x10's or 4x8's,
- Both front windows down
- Motor running
- Below window line,
- Normal use of Interior

Music B:

- * Woofers: 1x18, 2x15's and above(including walls),
- Both front windows down
- Motor running
- Normal use of Interior