

Bassmasters Categories and Rules

Classes:

1st Timers

Steppin' It Up

Feeling Loud

Regulars

Big Boiiz

OutLaws

Sq Novice

Sq Pro

RULES

Sq Novice:

No external processors (ASP or DSP)

No shop built/sponsored cars

Sq Pro:

Open

Sq Judging Track List Link:

<https://m.box.com/.../https%3A%2F%2Fapp.box.com%2Fs...>

***1stTimers: (Music Only)**

Class is for people that have not entered a Audio Competition before

*Power source: 2x batteries or banks

*Amp power limit: 2,500wrms.

*Subwoofer limit: 2

*Db Limit of 145Db (However if you go over 145db you'd be bumped into the next class)

*No burps/tones

*All equipment must be behind the B pillar and rear seats can be folded but not removed.

For hatchback, sedans,suv and wagons, all equipment must be below the window line.

*No external equipment

***Steppin' It Up: (Music Only)**

Class for people who have come back to be louder or been bumped from 1st timers for being too loud!

*Power source: 3x batteries or banks

*150db limit

*Amp power limit: 3,500wrms.

*Subwoofer limit: 2

*No burps/tones

*All equipment must be behind B pillar and rear seats can be folded but not removed, for hatchbacks,sedans,suv, and wagons, all equipment must be below the window line

*No external equipment

*** Feeling Loud: (Music Only)**

Class is for vehicles with their car audio equipment installed behind the B Pillar and below the window line and feel like they can take on a bit of competition.

*Power source: 4x batteries or 4 banks

*Amp power limit: 5,500wrms

*Subwoofer limit: 4

*No burps/tones

*All car audio equipment must be installed behind the B Pillar and below the window line, rear seats can be folded but not removed

*No external equipment

***Regulars: (Music Only)**

Class is for people that usually attend sound comps and for vehicles with their car audio equipment installed behind the B Pillar and with a 330mm clearance between enclosure and interior roof liner

*Max amp power 10,000wrms

*No subwoofer limitations

*Power source: 6x batteries or 6x banks (maximum of 2 batteries/banks are allowed in the stock location, all other batteries must be behind the B Pillar)

*No burps/tones

*Rear seats can be removed

*No external equipment

*All car audio equipment must be installed behind the B Pillar

***Big Boiiz: (Music Only)**

Class is for BIG BOIIZ and vehicles with their car audio equipment installed behind the B Pillar with very few limits

*Max amp power 15,000wrms

*No subwoofer limitations

*No limit to the number of batteries

*No "Walled" cars.

*Non sealed walled cars allowed (50mm clearance between wall and both sides of B pillar)

*Front/Rear seats can be removed

*No external equipment

*No BURPS

*All car audio equipment must be installed behind the B Pillar

***OutLaw: (Burp/Tones/Music)**

Class is for some serious setups

Burp, Walled, Extreme SPL cars

*No amp power limitations

*No subwoofer limitations

*No battery limitations

*No voltage limitations

*External equipment allowed

General Rules:

- *60hz Limit in all classes
- *Max 2000rpm when in lanes
- *14.9v max for 1stTimers, Steppin it up & FeelingLoud
- *18.9v max for Regulars & BigBoiiz
- *CLAMPING !! all classes
- *All wires to be labelled and accessible for judges to clamp in all classes
- *Photos of equipment that cannot be accessible
- *Front/back(can be folded down) seats cannot be removed in 1st timers, Steppin it up & FeelingLoud
- *Front/back seats can be removed in Regulars, BigBoiiz & Outlaw
- *Only 1x Battery or bank in factory location and others behind the B pillar for 1st Timers, Steppin it up & FeelingLoud
- *No BURPING in all classes besides Outlaw
- *Windows down allowed in all classes
- *330mm from sub enclosure to lowest point of roof applies in 1stTimers, Steppin it up & FeelingLoud
- *No DC to DC charging in 1st timers, Steppin it up & FeelingLoud
- *Open doors in FINALS only
- *2x Bye runs a year
- *No Speeding
- *Alcohol/Drug free event
- *No poor sportsmanship welcome (run your system not your mouth)
- *Equipment can be changed only if it fails to perform and replacements to still meet class rules.
- * Music must be played at least 10sec when in lanes