



Competitor
Competitor
Handbook

FOREWORD

IASCA Rules and Competition An education in system building and tuning

The **IASCA** competition rules are designed and written to offer all levels of car audio enthusiasts the opportunity to learn more about car audio system building and tuning.

In the following pages and sections of this rule book, you'll find helpful tips and hints on tuning your vehicle's sound system for optimum sound quality, installation techniques and how to get that extra dB or two from your vehicle, as well as which elements will help you score more points at car shows, lighting competitions or building a sound system that your friends will envy!

These rules are the same ones used to train our judges; they're an important facet of our growth. As technology changes, our goal is to move forward with it; this is why we have annual revisions. And, when we revise the rules, we do all we can to get this information out to you as quickly as possible.

So when you're reading this book, don't look at the rules contained in it just as "how the game is played"; see them as a tool you can use to better your knowledge and understanding of sound, tuning, installation and SPL.

Remember, when you learn, you grow... we want you to learn and grow with us.

Have a great competition season and we'll see you in the lanes!

PREFACE

Welcome to the IASCA Competitor's Handbook; we've designed this booklet to give you information not generally found in the rules. It should also serve as a reference for clarification and interpretation and used as a guide in conjunction with the rules as you prepare for competition.

This Handbook details how to earn points and qualify to compete at a National level, what types of events are available, proper conduct and the general rules at any IASCA sanctioned event.

Competition represents a significant commitment, both in time and money; IASCA appreciates your support and commitment to what we all love. If you, as a competitor, have any suggestions for this Handbook, we welcome them; please submit them to travis@iasca.com





IASCA is an acronym for the
“International Auto Sound Challenge Association”

Originally founded as CAN (Car Audio Nationals) in 1987 and renamed **IASCA** in 1989, **IASCA**'s mission in those years was to create a marketing program to promote the sale of mobile electronics in North America and help the industry grow.

Conceived by executives from numerous different manufacturers in the electronics industry, the main marketing tool that was created by **IASCA** was the “Soundoff”, or car audio competition.

Soundoffs were the perfect vehicle to show off manufacturers' products in a fun, competitive environment and the program met with great success in its early years.

A set of rules for competition was created and the format quickly became the benchmark for car audio systems and installations around the world. Many different programs were spawned from the Soundoff, like Autosound Clinics, Championship events and dealer sales programs.

Most notably, the **IASCA World Finals** brought a sense of global standards to the industry and manufacturers began using the organization to create standards for their product; thus creating *“The Standard By Which Great Mobile Electronics Performance is Measured”*

However, over the years, the Soundoff became the all consuming format that **IASCA** was known for and many of the other programs were put aside in favor of the machine that was the Soundoff.

Although an integral part of **IASCA**'s mission to proliferate the industry, it is still only a part of what **IASCA** is all about. In 2001, the organization was purchased by one of its Board of Directors, Mr. Paul Papadeas.

His mission is to bring the values that **IASCA** had created back then, back to the industry, so that standards for mobile electronics and competition were once again the benchmark for the industry and for car audio competition.

At the end of 2019, Mr. Travis Chin purchased **IASCA** from Mr. Papadeas to continue his mission, growing the organization and building those standards worldwide; as we move towards the future, **IASCA**'s mission is to continue to raise the bar for the benefit of its competitor, dealer and manufacturer members in countries around the world.

Our mission is to promote the Mobile Electronics Industry and to enhance the Retailer's ability to consistently reach greater segments of the consumer marketplace. Our goal is to be the most effective, value added sales, marketing and competition organization in the industry. We will nurture, build and strengthen Retailers in their local marketplace by means of **IASCA**'s consumer Autosound Clinic formats, subsequent **IASCA** Soundoff competitions and culminating in strategically positioned **IASCA** Territorial Key Event Expos.



Mission Statement

Our Commitment to the entire **IASCA** membership is that we will remain true and equitable, contributing to the growth of our industry while remaining

***The Standard by Which Great Mobile
Electronics Performance is Measured.***

ACKNOWLEDGEMENTS

Over the years, there have been many people who have given of themselves to create this rule book; the following list contains some of those names. **IASCA Worldwide Inc.** would like to thank everyone who has contributed, for their support and efforts:

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A letter from the President

Welcome to the new era of the ***International Auto Sound Challenge Association!***

Whether you are a seasoned veteran or new to car audio competitions, we're working on continuing to make car audio fun!

A lot of you are like me—a custom car guy that loves music, so car audio *is* us. We enjoy creating sound systems in vehicles that are way beyond average. We're far from average in the pursuit of great, or loud, sound. I can't wait to see what everyone creates as I try to make it to more events, not just in the USA, but around the world.

We'll continue to keep **IASCA** up to date in keeping competition fair while also keeping up the standards in car audio. We'll also keep things fresh and communication flowing with a new website coming soon.

In the meantime, I encourage you to look for a personal goal that doesn't depend on anyone else's score—reaching 150db, or perfect imaging, or even just earning an invite to finals. You'll find that reaching those goals are just as rewarding as taking a trophy home. And there are a lot of people out there who want to help you achieve your goal.

Now let's go have some fun!

Travis Chin, President
IASCA Worldwide Inc.



THE DRIVE TO COMPETE

Competition of any kind requires a substantial commitment by the participant, especially in time and in effort. Therefore, it's no surprise that with this commitment comes an equally strong desire to experience the thrill of victory. The **IASCA** competition formats are not only designed to offer a fair and unbiased competition experience with its rules, classification and judging; we provide participants with the benefits of receiving feedback and advice based on the knowledge of our **IASCA** Certified Judges.

Participating in an officially sanctioned **IASCA** competition ensures the credibility of the judging process and enables you to meet others who share your passion. By networking with fellow competitors and witnessing other systems in competition, those who desire the best performance from their vehicle can learn of ways to improve it when exposed to this process. In all, it's great fun and a wonderful learning experience. Through the years, many competitors have actually parleyed their competition experience into a career within the industry.

The path to winning can and most likely will be long and hard. It is inevitable that along the way you will at some time experience a loss; however, it can be easily accepted if you consider that what you will have won are new ideas to improve your system from the comments and evaluation on the **IASCA** score sheet.

After the competition we recommend taking that score sheet to the nearest **IASCA** retailer for a consultation on how to improve each score. An **IASCA** retailer will be able to offer advice, products and installation techniques which can help you achieve your goal of reproducing the most accurate sound in your vehicle.

The **IASCA** rule book represents the criteria for evaluating your system, which has become the industry standard. Its content can help you to improve the sound performance of your vehicle whether you choose to compete or not.



IASCA COMPETITION FORMATS



SQC (Sound Quality Challenge)

The intent of IASCA's SQC, or Sound Quality Challenge, format and its rules is to provide a fair, fun and unbiased sound judging format, evaluating automotive sound systems in seven critical areas of sound reproduction; *System Safety, Tonal Accuracy, Sound Stage, Imaging, Linearity, Noise and System Control Operation*. The main premise of evaluation is to Judge the system as it would be used in a real world application (the user driving down the road listening to the music). Certain classes are designed for vehicles that are not intended for road use, but that is the main premise.



IQC (Installation Quality Challenge)

The intent of IASCA's Installation Quality Challenge format and its rules is to provide a fair, fun and unbiased judging format, evaluating the installation of automotive sound systems and related components in four main criteria; Safety, Integrity, Integration and Craftsmanship.

In IQC, competitors are also evaluated on their knowledge of the system and its construction through **Presentation** and rewarded for their ingenuity in **Creative Elements** scoring.



IASCA TRIPLE CROWN

The IASCA Triple Crown is not so much a format, but rather a determination of who has the overall best sounding, best built and best performing system of the event. It is a competition where systems are evaluated in SQC and also compete in IQC. It is truly a test of who is the best system tuner and builder.

The IASCA Triple Crown winner at an event will be determined by adding two SQC scores and IQC score together and determining the percentage of the overall score. The competitor with the highest overall score percentage at an event will be declared the winner.

SPECIAL NOTE ON SOUND QUALITY FORMATS

IASCA Affiliates and Event Directors have the option to offer each sound format (SQC and IQC) individually or together under one set of Classes, based on the market in their country or area. They also have the option to offer two formats combined, under one set of Classes, if they so choose.

If a competitor wishes to compete in only one format at an event (SQC or IQC), check with the event organizer to make certain they're offering that format individually.

IASCA COMPETITION FORMATS (cont.)



IdBL (IASCA dB League)

This is **IASCA**'s SPL competition format. **IdBL** Divisions are based on vehicle type and the level of modifications to the vehicle. **IdBL** Classes are based on the cumulative total of all subwoofer cone surfaces in square inches (see cone area calculation chart).

Sound Pressure Level (SPL) measurements in decibels are registered using the Official **IASCA SPL** meter. Determining the winner is simple; the highest score in each class wins! Any metering system may be used at SPE or DPE events, however at TKE's and WRE events, the Official **IASCA SPL** meter must be used.

IdBL has "power classes" as well, where power output from the amplifiers is limited. To ensure competitors don't exceed the allowed power output, judges will utilize an SPL meter with a clamping system that measures power output.

Typically, most show promoters will offer two scoring attempts, giving each competitor the opportunity to increase their previous score. The highest score of the two attempts will prevail.



BASS BOXING

IASCA Bass Boxing is a format designed to bring musicality and showmanship back to SPL competition. In Bass Boxing, competitors face off against each other in an elimination format; after first round qualifying, the top two competitors move on to the subsequent rounds.

Competitors "duke it out" for up to four (4) total rounds in Bass Boxing; the first (or Qualifying) round determines the two Finalists, then the finalists compete against each other in a three Round final match.

In all Rounds, competitors play musical tracks of their choice (from a commercially available CD - must be approved by the event Judges); the track is played for 30 seconds; the highest average decibel level (SPL) achieved during the time period is recorded.

In the three Round final match, the competitors' individual scores are added together and divided by three for their average SPL score; the competitor with the highest average SPL score for the three rounds is declared the winner.

IASCA COMPETITION FORMATS (cont.)



TUNER JAM

Tuner Jam is **IASCA**'s "Show & Shine" competition car show format. Tuner Jam utilizes **IASCA** Judging classifications and rules that are designed to eliminate grey areas between that which is considered "Mild" and "Wild." Scoring is based on the quality of the modifications and the work that is performed, not just "how it looks".



MACS (Mobile Audio Car Show)

MACS is a competition format designed for those who want to show off their vehicles and sound systems, without getting into the detailed judging of IASCA SQC or IQC, or the showmanship of Bass Boxing.

Competitors at a MACS event need only show up at the venue, park their vehicle, open it up and play music, or videos or both! They don't even have to be at their vehicle to be judged!



NITEGLOW

The **IASCA** Niteglow competition evaluates the competitor's vehicle accent lighting in both interior and exterior schemes; the use of any light source to enhance esthetic appeal or highlight a system feature and overall the safety and integrity of the installation are considered while judging.

POINTS ACCRUAL

One of the benefits of being an IASCA Competitor Member is the ability to earn **IASCA** Competition Award Points (CAP points) at **IASCA** sanctioned events. CAP points are earned by competing at these events and the higher a Competitor Member places in the standings for their class at an event, the more points they earn. The points are cumulative through a competition season, so the more events you compete at, the more points you “rack up”!

You’re probably asking; “Why do I want or need to earn points? What do they do for me?”

Well, here’s the answer; at the end of every competition season, each **IASCA** affiliate country hosts their annual season finale. In order to qualify for an invitation, Competitor Members are required to accrue points over the course of the competition season. Once the minimum amount of points are accrued, the Competitor Member will automatically qualify to compete at the season finale. We’ll elaborate on that in the “Qualifying for **IASCA** season finale” section. But first, here are the details on the CAP points breakdown.

CAP points per event in all **IASCA** Competition Formats are as follows:

- 1st Place = 10 points
- 2nd Place = 9 points
- 3rd Place = 8 points
- 4th Place = 7 points
- 5th Place or lower = 6 points

For “multi-point” events, the CAP points are multiplied by the level of event. **Example:** at a “2X” (or DPE) event, a first place competitor earns 20 points (2 X 10 points). At a 3X (or TKE) event, a first place competitor earns 30 points (3 X 10 points). (See Event Types on the next page)

And remember, ***make sure you get a copy of your score sheet and save it for future reference!!***

Sometimes situations occur and records do not get transferred properly; your only record of attendance, competing, score and placement at an event ***is*** the score sheet, so keep your copy just in case. If for some reason your CAP points are not added to your total, your copy of the score sheet is your proof that you did earn those points. If this situation happens, you can send us a copy and we will correct the situation.

QUALIFYING FOR THE *IASCA SEASON FINALE*

To qualify for an invitation to compete at any *IASCA* season finale, Competitor Members must meet the following criteria:

- The current competition season runs from the prior year's championship to the current year's championship
- Competitor Members must accrue the minimum required amount of CAP points set for the season (see below), to qualify for an invitation to the *IASCA* season finale, unless they fall within the exemptions listed on the next page. CAP points must be acquired before the points deadline. The points deadline for the 2022 season finale is September 25, 2022.
- A Competitor Members' membership must be purchased on or before September 1, 2022, to be eligible for an invitation to the 2022 *IASCA* Season Finale event.

Competitor Members do not have to attend a DPE or TKE event in order to qualify. ***NOTE: There is NO such thing as an "automatic qualifier" event; they do not exist.*** *IASCA* events are designed to help promote the independent retail dealer, the focus on events is towards these shows and competitors supporting them. In the past, Competitor Members could simply compete at a DPE or TKE event and automatically qualify for an invitation to the Finals; this is no longer the case. DPE and TKE events are not automatic qualifiers for a Finals invite; they are simply larger scale events that give Competitor Members the opportunity to accrue CAP points quicker.

The minimum required amount of CAP points that a Competitor Member must earn, in order to qualify for an automatic invitation to the *IASCA* season finale, is **75 points**. There are some exceptions to this minimum qualification and the following paragraphs detail those exceptions.

If a competitor attends and competes at every event available to them within a 150 mile radius of their home and there aren't enough events within that area to earn their points, they can receive an invitation to compete by requesting an invitation ***in writing by email or mail***, with proof of the event schedule for their area and the shows they attended and competed at, to the *IASCA* Office at travis@iasca.com. *However*, if a competitor fails to compete at every event within that 150 mile radius and does not accrue the minimum amount of points, they will not receive an invitation.

If there are sufficient events in a competitor's area that will allow them to accrue the points but they do not support any of the events in their area and do not have the minimum qualifying points necessary, they will not be invited to compete.

QUALIFYING FOR THE *IASCA SEASON FINALE (cont.)*

SPECIAL EXEMPTIONS

Those active in the military, police, fire and/or ambulance (EMT) services, are exempt from the minimum qualifying points and receive an automatic invitation. As these individuals give of themselves to protect our freedom, cities and health, their outstanding contribution to society earns them the right to compete at Finals without having to meet the minimum requirements. Proof of service will be required when competing at Finals.

The previous year's ***IASCA*** season finale Champions are also exempt; for their performance in the previous season and their achievement at the previous Finals event, they automatically receive an invitation to the following year's World Finals to defend their title. ***IASCA*** reserves the right to grant a season finale invitation to any Competitor Member in good standing, for any given reason, whether they have met the minimum requirements or not.

Certain individuals, like ***IASCA*** Certified Judges, dealers and promoters and ***IASCA*** Affiliate Country Members, who support ***IASCA*** through their services to our organization, earn the right to a Finals invitation to compete, based on their support of our organization. Competitor members who take the initiative and host shows themselves, (in areas where there are no event directors) can also receive an invitation to compete even though they may not have sufficient points. However, ***IASCA*** reserves the right to grant invitations, solely at the discretion of the staff of ***IASCA*** Worldwide Inc.

EVENT TYPES

There are four distinct types (levels) of **IASCA** sanctioned events; **SPE**, **DPE**, **TKE** and **WRE**. Each is designed to cater to the size of the event, making it affordable and enticing for dealers and show promoters to host. **SPE**, **DPE** and **TKE** events allow Competitor Members to accrue **CAP** points at escalating levels.

SPE (1X) - Single Point Events are typically produced at local car audio dealer locations and are designed to promote the shops to the general public. Dealers and show promoters can offer any, or a combination of any, of the **IASCA** Competition Formats they choose to at an **SPE** event. Event promoters may use any metering system they choose. **SPE** = **CAP** points value x 1

DPE (2X) - Double Point Events are produced by dealers and promoters to draw more competitors who are interested in accumulating points to qualify for the season's finale. The minimum required competition formats that dealers or show promoters can offer at a **DPE** event are **SQ** and **IdBL**. Event promoters may use any metering system they choose. **DPE** = **CAP** points value x 2

TKE (3X) - Territorial Key Events are triple point events; typically larger than **DPE** and **SPE** and involve manufacturer displays, a Tuner Jam car show, Nitelglow competition, Bass Boxing and other attractions. **SQC** and **IdBL** are the minimum required competition formats. Event Promoters at **TKE** events **must use the Official IASCA meter**; as the points values at these events are worth more and the caliber of judging is highest, it is necessary to use the Official meter. **TKE** = **CAP** points value x 3

WRE - IdBL World Record Events—**WRE** events are available at **TKE** events only. **WRE** events require the presence of an **IASCA** Certified **IdBL** World Record Judge and sanctioning must be approved by the **IASCA** Head Office. **WRE** events do not offer any additional **CAP** points to a member, however competing at a **WRE** event earns the member the chance to set an Official **IdBL** World Record for their Class.

All **IASCA IdBL** **WRE** events require the use of the Official **IASCA** meter. For World Records to be eligible for the International Top 10 List, competitors (regardless of which country they live in) must possess an **IASCA** Global Membership card. A membership to an **IASCA** Affiliate country is not sufficient; members must be a member of **IASCA** Worldwide to qualify.

Each **IASCA** Competition Format has its own unique Divisions and Classes. To decide which to compete in, refer to each Competition Format's section in this rule book. If you own more than one vehicle, you **are** allowed to compete in more than one Competition format, Division or Class, however, you must carry a membership for each vehicle. With one membership, you can compete in as many different formats as you want with one vehicle, but you can only compete in one Division and Class within that format.

CHANGING DIVISIONS OR CLASSES

If a Competitor competes in more than one IASCA format, they must accrue the sufficient amount of CAP points **for each format** in order to qualify for an invitation. CAP points earned in two different formats may not be combined. When first signing up as a Competitor Member with **IASCA**, it's sometimes difficult to know which Division or Class you should be competing in; that's why we offer all new Competitor Members the option to change their Division or Class within 30 days of signing up as a new member. After 30 days, requests for changes have to be submitted (in writing or electronically) to the **IASCA** head office for approval. Members may request the assistance of any **IASCA** Official or the **IASCA** Head Office to help them determine their proper classification. **IASCA** Competition Formats' Divisions and Classes are designed around two main criteria; Members who **are** either affiliated with the Mobile Electronics Industry (generally known as "Pros") or **not** (generally known as Rookies or Amateurs), as well as the type and level of modification/s to their vehicles.

SPONSORSHIP/SUPPORT

INDUSTRY AFFILIATION - Competitor Members who work in the Mobile Electronics industry are considered as being affiliated with the mobile electronics industry. If a competitor is employed in any part of the mobile electronics industry, regardless of their position, they are by IASCA's definition considered a "professional in the industry" and must compete in the Pro Classes or higher.

SPONSORSHIP - One of the questions that gets asked the most when trying to figure out what Division or Class to compete in is; "What is considered as sponsorship?"

For the purpose of clarification and proper competition Classification, the term "sponsorship" by **IASCA's** definition is: **"Receiving without cost, any finances, equipment, labor or vehicle from any person or entity that sells, installs, distributes and/or manufactures autosound products at any level, wholesale or retail for any reason and/or in exchange for publicity, advertisement or promotion of and for a brand or affiliated brand. This includes extraordinary discounts not commonly available to the general public, receiving funds or being reimbursed for typical corporate expenses to attend competitions including; travel, meals, fuel, accommodations, mileage and/or per diem."**

In short, this means any discounts below normal discounts you'd get at a store, or "freebie" equipment from anyone in the industry that directly relates to your sound system. If you have a contract for, or are being normally reimbursed for, travel expenses, meals, lodging or any expenses related to your attendance at sanctioned IASCA events, you are in essence receiving sponsorship, or being sponsored by a manufacturer.

SUPPORT - The following criteria is considered support and **is not considered** as receiving "sponsorship":

- Receiving reasonable retail discounts such as commonly advertised (e.g. 25% or 50% Off Sales). Special retail deals such as "Buy 3, get one free" or as an example "Buy an amplifier and get a free wire kit"
- Being a member of a manufacturer supported team.
- Receiving reimbursements for competition entry fees to attend a competition as part of a manufacturer supported team.
- Receiving branded apparel at little or no cost as a member of a manufacturer supported team.
- Receiving assistance with the tuning or set up of an audio system by an audio professional or team member, whether paid or voluntary, at any time prior to a competition, or while preparing a vehicle the day of the competition.
- Receiving the occasional "free meal" or dinner when attending a team meeting.

DISTANCE BETWEEN SHOWS

Since its inception, IASCA has always worked hard to protect those who host shows, so that they have the opportunity to have a strong turnout and make their event a success.

However, over the years, some have tried to take advantage and host an event at the same time as another event, whether to pull competitors over to their show or to discredit the other promoter.

So, IASCA implemented a mileage limitation between events that were taking place on the same dates; the intent of these limitations has always been to protect the event promoter who first posted their event on the calendar.

But the mileage/distance limitation wasn't completely clear; some saw it as any event within a mileage distance, but in effect, the intent of the rule was certain levels of events were not allowed around others.

The chart below shows the distance between events, based on the level of event.

Distance between shows (miles)	3X	2X	1X
3X	500	500	250
2X	500	250	150
1X	250	150	75

COMPETITOR GUIDELINES

The following details some of the general guidelines and responsibilities that competitors should adhere to when attending an **IASCA** sanctioned event.

- **PUNCTUALITY** - Be on time to a competition. Event promoters set schedules for judging times, competitor meetings and activities throughout the day. When a competitor arrives late, it upsets this schedule and event timing is compromised. If a competitor is unable to make it to the event at the specified time, they should call the event promoter and notify them of their situation as not to delay the event.
- **ATTEND THE COMPETITORS MEETING** - The competitors meeting at an **IASCA** sanctioned event is held to inform the logistics for the timely completion of the days activities.
- **PREPARE YOUR VEHICLE FOR THE SHOW IN ADVANCE.** Tuning, cleaning, working on and/or testing your vehicle should be done prior to the event.
- **BE A SHOW OFF!** - **This is a car show**, so, show off your car! Locking it up and/or covering it to keep it “top secret” doesn’t help our industry grow. The whole idea behind these events is to show the public what we can do; if you hide it, they’ll never know.
- **LEARN THE IASCA SOFTWARE** - Familiarize yourself with the **IASCA** CD that you need for your format of competition. Knowing this CD will not only help you to be prepared when entering the competition lanes, but these discs are valuable tools for assessing and tuning the sound system in your vehicle. **ASK**
- **QUESTIONS!** - Never be afraid to ask questions; even by competing, you are asking an **IASCA** Certified Judge to evaluate your vehicle and they are trained professionals who will give your vehicle a thorough evaluation. Don’t be afraid to ask them to share their thoughts with you; **IASCA** judges are always happy to assist competitors to improve their systems. Use their knowledge to help you improve and soon your system will be performing to its maximum potential.
- **LISTEN!** - Don’t be afraid to ask fellow competitors if you can listen to their vehicles; listening to a vehicle that you know scores well in competition will give you another reference point to work from and will be very helpful in the setting up and tuning of your own vehicle. Most competitors are more than happy to show off their vehicles, as they are the product of their passion. Just remember to treat your fellow competitor’s vehicle as if it was your own; they are just as proud of their ride as you are of yours!
- **MAKE FRIENDS AT IASCA EVENTS** - **IASCA** events are great places to meet people who share the same passion that you have; a true love for car audio and competition. Don’t be afraid to walk around and check out other competitors’ vehicles; you’ll find that most competitors are proud of their rides and love to talk about them.
- **JUDGES ARE PEOPLE TOO** - **IASCA** Certified Judges are not just there to evaluate your car and score it; they’re there to help you improve your sound system. During a competition, they can’t say much to you, but when the show is over, don’t be afraid to ask them for their input regarding your sound system. While judging, they are under a great deal of pressure to “get the job done” within the time frame set up by the dealer/promoter; asking them questions about your vehicle or system while they are judging is not good practice.

COMPETITOR GUIDELINES (cont.)

- **PROPER CONDUCT** - When attending/competing at an event, conducting yourself in a proper and professional manner is imperative. Using foul or abusive language (especially in front of children), consuming alcoholic beverages, possession or use of controlled substances, lewd behavior and/or displaying or playing obscene videos, pictures or music is unacceptable and could lead to reprimands and/or disqualification from the event. **IASCA** events are designed to be family oriented; when you are competing at an **IASCA** event, you are representing the organization to the public.
- **FIREARMS AT EVENTS** - Firearms of any sort at an **IASCA** sanctioned event are strictly forbidden; the only people allowed to carry firearms at an event are police and military personnel. Anyone caught carrying firearms at an event (other than police and military personnel) will be immediately disqualified and removed from the event venue.
- **SPREAD THE WORD!** - **IASCA** is always looking for forward thinking, innovative and ambitious dealers and show promoters to host **IASCA** sanctioned events. By signing up new dealers and/or promoters, we expand our member base and attract new shows and members. Don't be afraid to talk to your local retailer about **IASCA**; a new **IASCA** Retail Member means a new show in your area for you to compete at and new members to compete against!

REMEMBER, COMPETITION INVOLVES YOU AND YOUR VEHICLE! BE THE BEST YOU CAN BE!

GENERAL EVENT RULES AND PROCEDURES

- As a general rule of thumb, if a rule in this book is taken out of context from its intent as deemed by the judge at an event, or if an item is questioned and is not written or addressed specifically in this rule book, it will be deemed “illegal” in competition until otherwise specified by the IASCA Rules and Ethics Committee.
- General **IASCA** Policies & Procedures govern all **IASCA** sanctioned events and are enforced by judging officials. Any inquiries regarding rules or policy & procedure amendments can be directed to memberservices@iasca.com.
- Competitors **must completely fill out and sign** the Official **IASCA** score sheet with all the information fields requested. Unsigned and/or incomplete forms will be deemed invalid and could result in the loss of placement, CAP points and global standings.
- Competitors may only enter one Division/Class per vehicle in each format.
- The Head Judge can disqualify, without recourse, any competitor who is caught cheating. Repeat offenses of cheating will cause the loss of any or all accumulated CAP points earned at **IASCA** sanctioned events and disqualification from participation in all future **IASCA** sanctioned events.
- Competitors are **not** allowed to look at their, or anyone else’s, score sheet during the course of the competition. Competitors found reading any score sheet prior to the end of the event will receive at minimum a **ten (10) point deduction** from their total score. Continued infractions will result in the competitor being disqualified from the competition and/or having all or part of their CAP points rescinded.
- Any falsification or misrepresentation of entry registration information regarding participant, vehicle and/or audio system, Division, or Class will be cause for immediate disqualification without recourse. Continued infractions, if deemed appropriate by **IASCA**, will result in a loss of all or part of the competitor’s accrued CAP points for the season.
- Regardless of any State or National law requirements, competitors must be able to produce, if requested by an **IASCA** official at an event, a valid vehicle registration or certificate of title, or an unaltered facsimile thereof, to verify vehicle ownership. A competitor’s vehicle must be titled and/or registered in the competitor’s name, proving they are the rightful owner.
- Vehicle criterion set forth in this rule book is in place for use in competition only. All Government legislation regarding the roadworthiness of vehicles still applies if vehicle is driven to and from events.
- Competitor Members may appoint a “co-pilot” to compete with their vehicle, so long as that person is listed as the “co-pilot” for the vehicle on the Competitor Member’s membership card. This person’s name must appear on the membership card (example: "John and Jane Smith" or "Bob Jones and Jim Johnson"). In the event of a store membership, a maximum of three store employees/owners may be listed as authorized co-pilots whose names must appear on the membership card. A person affiliated with the mobile electronics industry (Pro, Expert) may not present a Rookie or Amateur vehicle, unless otherwise approved by an **IASCA** Official, Representative or Head Office.
- Competitors must have a valid photo ID available for inspection at the request of an **IASCA** Event Official.
- Competitor Members whose vehicle is entered into any **IASCA** Sound Quality competition format (SQC and IQC) will be judged **once** for that format. **Exception:** If for any reason there is an issue requiring the vehicles to be re-judged, the head judge will notify the competitors.
- Competitor Members whose vehicle is entered into **IASCA** IdBL or Bass Boxing competition will be judged a minimum of one time.

GENERAL EVENT RULES AND PROCEDURES (cont.)

- All audio equipment in a Competitor Member's vehicle must be powered by the vehicle's charging system and cannot be connected to any external power supplies.
- The head judge reserves the right to have vehicles judged with the vehicle's motor running or not, if weather or other conditions may cause unreasonable fatigue or discomfort (i.e. heat or cold) for the judges. The Head Judge may instruct the judging staff to adjust heating/air conditioning controls in the vehicles to remedy the situation (Sound Quality competition formats only).
- Any questionable concerns (protests) during the course of an event **must** be directed **only** to the Head Judge and not the judge or event staff. The Head Judge is the only person authorized to address the any issues that may arise.
- Event hosts are allowed to offer one, or as many of, the sanctioned competition formats that **IASCA** has to offer at SPE (Single Point Event) or DPE (Double Point Event) events.
- Event Hosts must offer at minimum an **IASCA** sanctioned all Sound Quality and IdBL competition formats at TKE (Territorial Key Event or Triple Point Event).
- Event Hosts are allowed to offer a WRE (World Record Event) IdBL event at any DPE or TKE. WRE events are not sanctioned at SPE events and are not official unless a certified **IASCA** WRE Official is present and an **IASCA** Official meter is used to register competitor scores.
- Dealers/Promoters are allowed to offer as many **IASCA** sanctioned events as they wish throughout the course of a competition season.
- Event hosts are required to provide a minimum of 1st through 3rd place awards for all classes that they charge an entry fee for.
- Event hosts are required to have at minimum one **IASCA** Certified judge per format they offer.
- Event hosts reserve the right to set specific registration and competition starting and cut off times and entry fees. Due to the unique nature of each event, some event hosts may be limited to a certain time frame to fit within local ordinances, therefore it is imperative that competitors arrive at an event within the specified registration and/or start times.
- Event hosts are required to supply each competitor with a copy of their competition score sheet at the end of the event. If a competitor does not collect their score sheet at the end of the event, the event host is required to hold the competitor's copy for a period of 30 days from the event date.
- Event hosts are required to send the original copies of the score sheets and event results back to the **IASCA** Office **within 7 days of the event** for processing and data entry.
- Dealers/Promoters wishing to host an **IASCA** sanctioned event must submit an **IASCA Event Sanctioning Form** to the **IASCA** office a **minimum of 30 days** prior to the event for approval.



PROTESTS

If a competitor feels that someone is taking advantage of a situation, or is not competing within the guidelines and intent set forth in this rulebook, they may file a formal protest to the Head Judge of the event or directly to **IASCA** Worldwide Inc.

Protests **must** be made in writing. On the day of event, it must be presented to the Head Judge. The protest must provide specific details as to its nature in order to expedite the process of inspection. The Head judge, along with two other **IASCA** certified judges (if available) will inspect the vehicle in question and come to a decision. Their decision **will** be final on the day of event.

The formal procedure to lodge a protest is as such:

1. Write your protest down in a letter format, with bullet points on the potential infraction.
2. Make a copy for yourself and present the protest to the Head Judge at the event for review. Include photos if available.
3. The Head Judge will review the protest and make a decision on the matter.
4. If the decision made is not to the competitor's satisfaction, or the protest is being lodged after the show, a copy of the protest must be sent to the IASCA Head Office for review.
5. The IASCA Head Office will investigate the protest and come to a decision.
6. If the decision made by IASCA Worldwide is not to the competitor's satisfaction, they may appeal the decision to the IASCA Rules and Ethics Committee and present further evidence.
7. *Should a competitor choose to appeal a decision made by the IASCA Worldwide Head Office, a retainer of \$250.00USD must be paid to review the appeal. If a decision is made in your favor, your retainer will be returned to you; however, if the decision is made in the favor of the defendant in the protest, the retainer will not be returned.*

SOURCE UNITS AND SOFTWARE IN IASCA COMPETITION

The standard reference media for use in IASCA Sound Quality competition is the *IASCA Sound Quality Reference CD*. At all IASCA Soundoffs, this will be the first media type used for judging; however, with the advent of today's technology, **alternate source units** (such as iPods, MP3 players, Zune Players, etc.) and **alternate media** (such as flash drives, SD cards, SanDisk cards, etc.) are becoming more commonplace and the time to address their use in competition is here. The following rule sets have been put in place to address Alternate Source Units and Alternate Media:

What is considered an Alternate Source Unit?

An Alternate Source Unit is a device (other than a source unit that can play CDs) that not only stores the digital information, but has the capability of playing the stored information within its design. iPods, MP3 and Zune Players are good examples of what an Alternate Source Unit is.

The general rule of thumb used to differentiate each type is this; if the unit has the capability to play back, track forward/backward or adjust the volume of the media it has stored within its system, it is considered an Alternate Source Unit.

What is considered Alternate Media?

Alternate Media is considered a unit that stores digital media only and does not have the ability to play the media. Alternate Media does not have the capability to play the media within its design and requires an external source unit to play back the media.

Items such as USB Flash Drives and SD or SanDisk Cards are examples of Alternate Media; they can store the digital information, but do not have the capability to play the information stored on them unless they are connected to a system that can read the information and reproduce it.

What do I need to do if I wish to use an Alternate Source Unit or Alternate Media in IASCA competition?

The first thing you need to do when you attend an event to compete, *you need to notify the judges immediately upon arriving at the event*. You will need to notify them of what type of Alternate Media or Alternate Source Unit you have. The judges will then inspect your vehicle and approve it for competition. **NOTE:** If your system has a CD player, it is IASCA's recommendation that you use it to be judged, as opposed to using Alternate Media or an Alternate Source Unit, due to the higher quality of recording in the CD (or WAV) format.

How do I compete with an Alternate Source Unit or an Alternate Media?

Most IASCA Judges and Event Promoters will have their own Alternate Source Units or Alternate Media to use in IASCA competition.

Competitors may compete with their own device, but must allow the judge to download and delete the judging software. The judge will download only the tracks from the IASCA CD, and will endeavour to record the tracks at the highest quality possible recording level (MP3 files will be downloaded at a rate of 320 kb/s at a constant bit rate to all Alternate Media and Alternate Source Units).

SOURCE UNITS AND SOFTWARE IN IASCA COMPETITION (cont.)

Some events may not have the ability to offer competition with Alternate Media or Alternate Source Units, so it is best to check with the event host before attending, to confirm that they will be offering judging with these devices.

Competitors have the choice to compete with a CD, Alternate Media or an Alternate Source Unit. However, they must bear in mind that competing with anything other than the IASCA Sound Quality Reference CD could potentially affect their scores due to the lower quality of recording in other formats.

How are Alternate Media and Alternate Source Units judged?

Alternate Media is judged no differently than if you were using a CD to compete, because like a CD, they are simply digital media storage units and not players.

However, the unit used to play the *Alternate Media* will be considered the “main source unit” and will be judged as such in both sound and installation judging.

If an *Alternate Source Unit* is used to play the source material and the competitor indicates it as the main source unit to be used for operating the controls necessary to judge the system, it will be considered the main source unit and will be judged as such for both sound and installation judging.

However, if the competitor uses an “in dash” unit as their main source unit and an Alternate Source Unit (mounted in an area separate from the main source unit) is used to play the reference material, the judges will evaluate the “control” unit for judging ergonomics. The Alternate Source Unit will be judged along with the main source unit as part of the installation judging.

