



United States Autosound Competition

Official Contestant Registration and Judging Form

SQ 2014

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DO NOT REPRODUCE

This form must be completely filled out by the contestant prior to their vehicle being judged. Please print neatly.

USACI Membership No. : _____	Date of Show : _____
Name : _____	Event Host : _____
Address : _____	City & State : _____
City/State : _____ Zip : _____	
Phone No. : _____	
E-mail : _____	



AUTOMOBILE INFORMATION

DIVISIONS:

Year : _____	Make : _____	<input type="checkbox"/> Rookie 1Q	<input type="checkbox"/> Amateur 1Q	<input type="checkbox"/> Pro 1Q	<input type="checkbox"/> Expert 1SQ+
Model : _____	Color : _____	<input type="checkbox"/> Rookie 1SQ+	<input type="checkbox"/> Amateur 1SQ+	<input type="checkbox"/> Pro 2Q	<input type="checkbox"/> Expert 2SQ+
Tag # : _____	Insurance : _____			<input type="checkbox"/> Pro 2SQ+	

I understand that the dealer, event organizer, contest promoter, and/or USAC, are hereby not responsible for any loss or damage to equipment, personal belongings, vehicle damage or theft, nor personal injury, immediately prior to, during, or after the event takes place. I, the undersigned, hereby waive all rights to any claim against any or all of the aforementioned parties.

Signature of Contestant : _____ Date : _____

Q = SOUND ONLY SQ+ = FULL SHEET 1 = 1 SEAT SOUND JUDGING 2 = 2 SEAT SOUND JUDGING

		Rookie ONLY	ALL OTHER CLASSES		Rookie ONLY	ALL OTHER CLASSES
VERIFICATION Section Score [] out of 10 points.	0 or 10					
<ul style="list-style-type: none"> Vehicle and audio system must meet or exceed the minimum safety requirements. (Airbags, seatbelts, etc) Expert Division vehicles receive full points. 						
INSTALLATION : Power Source Design Section Score [] out of 20 points.						
<ul style="list-style-type: none"> Battery(s) properly secured. 0 - 3 Battery(s) properly vented. 0 or 3 Upgraded battery (Stock = 0, Aftermarket = 3) 0 or 3 Additional battery(s)- bonus 0 - 3 Upgraded charging system (Stock = 0, Aftermarket = 3) 0 or 3 WOW/Creativity - Power source. 0 - 5 						
INSTALLATION : Wiring Section Score [] out of 30 points.						
<ul style="list-style-type: none"> Powerwire(s) properly fused within 18 inches of battery. 0 - 5 Power wires properly protected. 0 - 5 Power wires properly terminated. 0 - 5 Power wires run neat, safe and secure. 0 - 10 WOW/Creativity - Power source wiring. 0 - 5 						
INSTALLATION : Signal Source & Processors Section Score [] out of 40 points.						
<ul style="list-style-type: none"> Source /processor properly mounted. 0 - 5 Source /processor properly fused. 0 - 5 Equipment maintains theme of installation. 0 - 5 Normally used equipment is easily accessible. 0 - 5 Source /processor wires run neat, safe, and secure. 0 - 10 WOW/Creativity - Signal source and processors. 0 - 10 						
INSTALLATION : Speakers Section Score [] out of 30 points.						
<ul style="list-style-type: none"> Speakers properly mounted. 0 - 5 Speakers properly protected (ie. Speaker grills). 0 - 5 Speaker wires run neat, safe, and secure. 0 - 5 Speakers maintain theme of installation. 0 - 5 WOW/Creativity - Speaker installation. 0 - 10 						
INSTALLATION : Amplifiers Section Score [] out of 35 points.						
<ul style="list-style-type: none"> Amplifiers properly mounted. 0 - 5 Amplifiers properly fused. 0 - 5 Effectiveness of amplifier cooling. 0 - 5 Amplifier wires run neat, safe and secure. 0 - 10 WOW/Creativity - Amplifier installation. 0 - 10 						
INSTALLATION : Attention to Detail Section Score [] out of 15 points.						
<ul style="list-style-type: none"> Equipment : Product colors, trim, light, lettering, etc. 0 - 5 Material : Detail of materials, security, safety, etc. 0 - 5 Application : Panel fit and finish, equipment mounting, etc. 0 - 5 						
INSTALLATION : Overall Installation Creativity Section Score [] out of 30 points.						
Point #1 : _____	0 - 3					
Point #2 : _____	0 - 3					
Point #3 : _____	0 - 3					
Point #4 : _____	0 - 3					
Point #5 : _____	0 - 3					
Point #6 : _____	0 - 3					
Point #7 : _____	0 - 3					
Point #8 : _____	0 - 3					
Point #9 : _____	0 - 3					
Point #10 : _____	0 - 3					
INSTALLATION : Overall System Section Score [] out of 15 points.						
<ul style="list-style-type: none"> Overall cleanliness of the vehicle, inside and outside. 0 - 5 Overall security of system. 0 - 5 Ease of system maintenance. 0 - 5 						
INSTALLATION : Presentation Section Score [] out of 10 points.						
<ul style="list-style-type: none"> How well does the competitor know their system? (Max. length of 10 mins. Subtract 2 points when exceeded. Subtract 1 point for each additional minute used). 0 - 10 						
SOUND QUALITY : Stage Position Section Score [] out of 50 points.						
<ul style="list-style-type: none"> Front to Rear - Projected image will be on hood of vehicle. 1 - 10 Height - Projected image should be at eye level of listener. 1 - 10 Width - Projected image should reach beyond the a-pillars. 1 - 10 Depth - Some of the performers are closer to the listener. 1 - 10 Balance - Staging should be balanced: F/R, T/B, L/R. 1 - 10 						
SOUND QUALITY : Imaging Section Score [] out of 60 points.						
<ul style="list-style-type: none"> Left Position : Instruments placed in the correct locations. 1 - 10 Left Focus : Should be focused & well defined; exact point. 1 - 10 Center Position : Instruments placed in the correct locations. 1 - 10 Center Focus : Should be focused & well defined; exact point. 1 - 10 Right Position : Instruments placed in the correct locations. 1 - 10 Right Focus : Should be focused & well defined; exact point. 1 - 10 						
SOUND QUALITY : Ambiance/Spatial Reproduction Section Score [] out of 10 points.						
<ul style="list-style-type: none"> Reproduction: Reproduce the spatial characteristics of the room. 1 - 5 Size of Space: Sensation of being in a much larger space. 1 - 5 						
SOUND QUALITY : Definition & Clarity Section Score [] out of 65 points.						
<ul style="list-style-type: none"> Sub-Bass : Bass drum, bass synthesizer, pipe organs, etc. 1-10 Mid-Bass : Lower vocals, snare drum, bass guitar, etc. 1-10 Mid-Range : Upper vocals, piano, guitar, keyboard, etc. 1-10 High : Drummer's high hat, cymbal, upper flute, etc. 1-10 Dynamics : Reproduce the entire dynamic range of the material. 0-10 Tonal Balance : Reproduce the music w/o exag. or minimizing. 0-10 Environment : No addition sounds that are not a part of the orig. 0-5 						
SOUND QUALITY : Engine Noise Section Score [] out of 15 points.						
<ul style="list-style-type: none"> Engine Noise - Listen for alt. whine, spark plug ticks, etc. 1-3 Mechanical Noises including actuators and fans. 1-3 Turn-off Noise - The system should power down silently. 1-3 Turn-on Noise - The system should power up silently. 1-3 Noise-floor - "Static" at full volume with zero bit track. 1-3 						
SOUND QUALITY : Sound Linearity Section Score [] out of 20 points.						
<ul style="list-style-type: none"> Low volume overall tonal balance, smoothness, & impact. 1-10 High volume overall tonal balance, smoothness, & impact. 1-10 						
SOUND QUALITY : Overall Sound Quality Section Score [] out of 20 points.						
<p>How good does the overall system sound? A good analogy is "Can I jam on this system for the drive home and not get tired of listening to it?" Keep in mind that not everyone listens to the same kind of music so an audio system that will score highly will play all of these different types of music equally as well.</p>						
SOUND PRESSURE LEVEL Section Score []						
<p>The SPL score is the actual score on the SPL meter. This is uncapped, full value. "Q" classes not applicable and a score of '0' shall be entered.</p>						
SHOWMANSHIP & BONUS POINTS Section Score [] out of 30 points.						
<ul style="list-style-type: none"> Is the vehicle on display? Is it easily viewable to spectators? 0 or 10 Creativity points earned? Display books, labeling, video, etc. 0 - 10 Is there a USACI decal being displayed on their vehicle? 0 or 5 Is the competitor a current-year USACI member? 0 or 5 						
ACCUMULATED POINT TOTALS						
VERIFICATION	INSTALLATION	SOUND	BONUS	GRAND TOTAL		
					SPL - 1 point per dB	