



Rules 1.0

ACCL offers 5 formats to compete in, as listed below. All formats are rated by enclosure and clamped power and all have the same cone area restrictions for simplicity (With the exception of the **FTW** format). Power changes per class (see **Table A**). Cone area is determined as stated below in **Table B**. The classes that are marked red are limited to **763"** cone area or less. If the competitor's build exceeds this cone area, they will automatically be moved up to the appropriate class. All others are unlimited cone area. Shows will be either 1x, 2x, or 3x events. 12 points are needed to enter finals.

- 90hz is the maximum frequency for **360, True SPL, and Free Style** classes. 32hz for **Bottom Out** class.
- Competitors must stay in the class of their build and limited to 2 runs per format, T1 and T2 for example. If the install is a Trunk build all runs must be in Trunk classes. If the install changes throughout the season, all points will follow over to the most recent build.
- With the exception of build modifications that would place them in a different class, competitors may only transfer points up once per season.
- No welded suspension in **T1/2, NW1/2, W1/2**.
- Windshields must be single layer and DOT approved in **T1/2, NW1/2, W1/2**.
- No steel, wood, or fiberglass is allowed to be added to the vehicle in **T1/2, NW1/2, W1/2** with the intent to gain dBs. Wood and

fiberglass are only acceptable when used for decoration, mids, highs, and/or center consoles.

- Build downs or build ups (i.e. wood, fiberglass, steel roofs and floors) that do not exceed 4" total are acceptable in **T3, NW3/4, W3,4.**
- Center consoles must not exceed the height of dashboard.
- No bolts or other permanent securing modifications are allowed on vehicles doors, hatch, trunks, or any other vehicle access ways in **T1/2, NW1/2, W1/2.**
- If any of the above rules are broken the competitor will automatically be moved to a higher class.
- **The FTW class is exempt from all rules above**
- Vehicles must be drivable to the lanes on their own power for all classes.
- All music and tones used in the lanes must be available for use by the public.
- No limit on the number of persons outside holding or inside the vehicle.
- Engine RPM should not exceed 2500RPM consistently during a run.
- Noise dampener is allowed in all classes.
- There is no maximum charging or operating voltage due to clamping.
- There are no battery limits in any class. **ACCL** believes that this unnecessarily restricts that ability of the competitors to use their system fully outside of competitions. (i.e. demo and daily usage)
- Support polls/structures are allowed in all classes. No larger than 3"x4"

TRUNK RULES

- Enclosure must exist solely in the trunk compartment (See figure 1). If the enclosure exceeds from the trunk compartment the vehicle will automatically be bumped into the NW class.
- Rear deck must appear to be in OEM shape and appearance. If it is modified in any way with the intent of increasing SPL (full range speakers or cosmetic modifications excluded) the vehicle will be moved to Trunk 3 regardless of power. This includes, but not limited to, bandpass blowthroughs IF the deck is cut to allow it.
- Port may extend beyond trunk compartment that rule 1 defines, but only up to where the bottom of the seat plane extends vertically. See Figure 2. If the port extends beyond this plane, the vehicle will be classed as No Wall.
- Solid metal separator behind rear seats may be cut and removed as long as the rear deck remains intact. See Figure 3. Note: This typically occurs with older vehicles that do not have folding rear seats.
- Rear seat bottoms must remain in factory position, tops may be removed. If entire seat is removed, the vehicle will be classed as Trunk 3 regardless of power.
- All sub-stage related equipment must remain in the trunk (i.e. amps, batteries, etc.). However, you may mount subwoofer amplifiers on the rear seats provided they still function (lock into factory position) with enclosure in place. If the equipment does not meet these requirements, the vehicle will be classed as Trunk 3 regardless of power. Note: This rule only applies to sub-stage equipment, not full-range amplifiers for front stage use.
- Single cab pickup cabs competing in trunk classes, must have all subwoofers and enclosures located behind the seats. Center console builds are allowed to house amplifiers and full-range

speakers. Any sub stage equipment that fails to meet these requirements will be classed as No Wall.

Figure 1



Figure 2

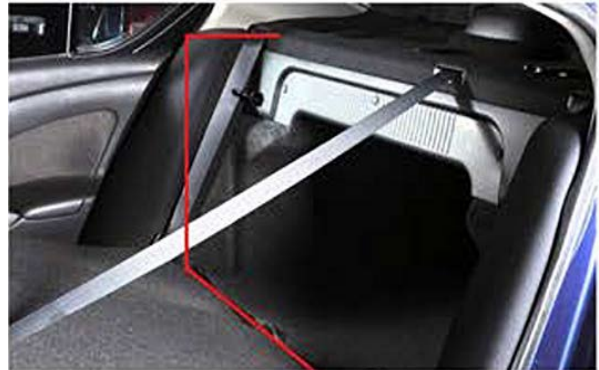


Figure 3



No Wall Rules

- Enclosure and anything attached (subwoofers, amplifiers, etc. must exist solely behind the B-pillar. (Figure 1) If the enclosure extends beyond the B-pillar the vehicle will automatically be moved to Wall 4.
- Enclosures (and anything attached to them (subwoofers, amplifiers, etc.) must either be a minimum of 12" from headliner (Figure 2) OR below window line (Figure 3). The competitor may decide which measurement to build to. If the attached equipment (typically inverted subwoof-ers) exceeds these measurements the vehicle will automatically be moved to Wall class.
- Rear seats may be removed.
- All sub-stage related equipment must remain behind the B-pillar (i.e. amps, batteries, etc.). If the equipment does not meet these requirements, the vehicle will be classed as No Wall 4 regardless of power. Note: This rule only applies to sub-stage equipment, not full-range amplifiers for front stage use.
- No modifications are allowed to the windows. If the side windows behind the B-pillar are replaced or covered by any non-glass material, the vehicle will be reclassified to No Wall 4 regardless of power (excludes tint or decals). If the rear window is replaced with any non-glass material, the vehicle will be reclassified to the Wall division.

Figure 1



Figure 2



Figure 3



Wall Rules

- Enclosure and anything attached (subwoofers, amplifiers, etc.) must exist solely behind the B-pillar. If the enclosure extends beyond the B-pillar, the vehicle will only be legal in the **FTW Class**. The only exception is front stage equipment or controls/source units.

Meter Locations

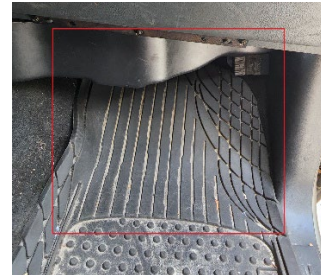
Windshield



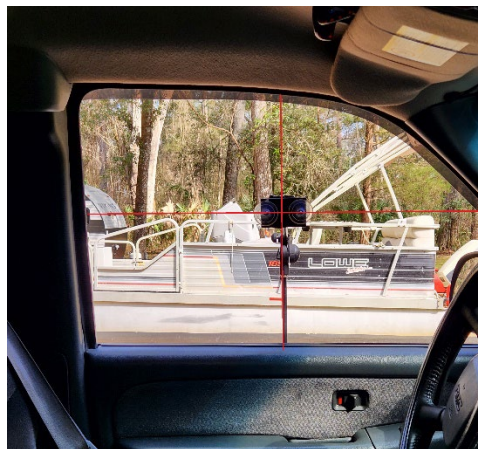
Headrest



Kick



Free Style



ACCL (American Car Audio Competition League), nor any of its affiliates, are to be held responsible for any damage, be it mechanical or physical, that may happen while competing. By reading this the Competitors agree that they are running at their own risk.

Formats

360

This format is fully musical; no tones will be accepted. Three mics are placed in three assigned locations in the vehicle. Windshield(legal), Passenger side headrest, Passenger side kick (See **Meter Locations**). The competitor plays 30sec of music. A rolling average is recorded. The competitor may open, close, and/or remove any part of the vehicle that they would like. The three scores are averaged and recorded for the final score.

True SPL

This format is tones (Burps) only. One mic is placed on the windshield(legal) with the vehicle fully sealed for the first run. For the second run the mics are placed on the Windshield(legal) and Passenger side kick (See **Meter Locations**). The competitor can open or close any part of the vehicle that they would like. The 3 peak scores are averaged and recorded for the final score.

Bottom Out

This format is fully musical, no tones will be accepted. One mic is placed on the Windshield(legal) (See **Meter Locations**). The competitor plays 120sec of music at or below 32hz. Each Hz below 32hz will add .25dB to the final score. 20hz and below is an automatic 5dB bonus. 15hz and below is 7.25dB. (Example: 142.5dB at 30hz final score is 143.0. 142.5 at 20hz final score is 147.5. 142.5 at 15hz is 149.25dB). A rolling average is recorded. The competitor may open, close, and/or

remove any part of the vehicle that they would like. Any bonuses are added and recorded for the final score.

Free Style

This format is fully musical; no tones will be accepted. Two mics are placed at two locations in the vehicle. One mic is placed Passenger side headrest and the other outside the Driver's side window (See **Meter Locations**). The competitor plays 90sec of music. A rolling average is recorded. The competitor may open, close, and/or remove any part of the vehicle that they would like. The two scores are averaged and recorded for the final score.

FTW (For The Win)

In this format the competitor can do whatever is needed to get the highest score from their vehicle. Two mics are placed anywhere in the vehicle that the competitor would like with the only exception being anywhere in the enclosure (that includes ports). Once the first mic is placed at its location that location is voided from the second mic being placed there. For example, if the first mic is placed on the windshield, nowhere on the windshield can the second mic be placed. If the first mic is placed anywhere on the front floorboard, the second mic can not be placed anywhere on the front floorboard. That's it. The meter is set on peak hold and the competitor has 30sec to do whatever is needed to get the highest score including, but not limited to, moving seats, opening/closing doors, etc. Once the 30 seconds are over the two scores are averaged and recorded for the final score.

References

A

Trunk	No Wall	Wall	FTW
T1 0-2500W	NW1 0-2500W	W1 0-5000W	FTW1 0-5000W
T2 0-5000W	NW2 0-5000W	W2 0-10000W	FTW2 0-10000W
T3 Unlimited	NW3 0-10000W	W3 0-15000W	FTW3 0-15000W
	NW4 Unlimited	W4 Unlimited	FTW4 Unlimited

Sections in **Red** are limited to cone area of 763" max

B

QTY	Woofer Diameter				
	8"	10"	12"	15"	18"
1	50	78	113	176	254
2	100	157	226	353	508
3	150	235	339	529	763
4	200	314	452	706	1017
5	251	392	565	883	1271
6	301	471	678	1059	1524
7	351	549	791	1236	1780
8	401	628	904	1414	2034
9	452	706	1017	1589	2289
10	502	785	1130	1766	2543