



2024 BASS WARS GUIDEBOOK



WELCOME AND THANK YOU FOR YOUR INTEREST IN BASS WARS.

In 2008 we, Bill Temple and Jason McLeave, were building a vehicle when we realized we had no car audio competitions in our area at all. So we started an organization called “The National Sound League”. We wrote rule books and it was patterned after the old school USAC, SQ format. When we got out into the field we realized that competitors were not doing sound quality anymore, which consisted of RTA, Install SPL and SQ. We had to throw that book away and start over.

We both got busy with life and went on to other things and the project sat for many years. We simply weren't inspired to do it. Some years later, Bill started missing bass and wanted to pick the project up again, Jason had moved on to bigger and better things. In about 2014-2015 Samuel Nardi tagged Bill in a post on facebook along with Greg Miller who ran many of the car shows asking for something different than USAC at his events. Sammi nor Bill knew Greg was a Usaci regional director. Greg asked Bill to message him and he did. After the conversation Greg told Bill he didn't want another organization at his show, simply didn't want competition for USAC. Bill had put too much effort into the organization to just drop it so he started doing meet n greets in the Mississippi, Alabama and panhandle of Florida areas.

Bill had gone to a car show in Pascagoula Mississippi and was kicking names for an organization with Keith Payne and Steve Morrison. Steve blurted out “Bass Wars” about 10 seconds into the conversation and Bass Wars was born.

Bass Wars started having meet n greets in Hattiesburg Mississippi in 2015 and about 5 months later they turned into competitions. Our first meet n greet was November 28, 2015 in Hattiesburg Mississippi at a car audio store called Sound Advice. Our first actual competition was in Pensacola Florida at Five Flags Motor Speedway on April 23 2016.

Around 2019, Jimmy Pittman joined Bass Wars. Now Bass Wars had a second location in Kansas City. We were doing our thing and having competitions and Jordan Acosta joined us. This was crucial as Jordan live close to Bill and took all of Bill's shows, allowing Bill to travel and spread the good news of Bass Wars. Bill went to Florida and started running competitions and met Robert Diaz who became a judge for a little while. Bass Wars now covered the center of the country, and from Florida to Texas across the coastline.

In 2021 we had been hearing about these bigger shows up the east coast so Bill went to every one of them and tried to get Bass Wars into them. It worked, we were added to the line up at Slamology, the Sundown Show, Ruckus and Chill and all the larger shows in Florida. In 2022 competitors were really getting interested Bass Wars and we began to add more judges and grow rapidly. We brought on Dan O'Brien (South Dakota), Jake Luke (Mississippi), Melissa Hall (Alabama), Brad Manning (Oklahoma), Greg Kelley (Tennessee), Eric Halfacre (Tennessee), Mellissa Halfacre (Tennessee), Tony Dulgar (Ohio), Richard Papasin (California), Ray Saint, (Trinidad and Tabago). In 2023 we added Brandon Ericson (Indiana), Mike Martin (South Carolina), Matt Phillips(Indiana), Jefferey Rodeheaver(North Carolina), Jim & Belle Horton (Michigan), Wes Strickland (Virginia), Poptart (Tennessee).



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Rule

SPL - During Bass Wars competitions a competitor may place the SPL sensor forward of the front seat location unless the competitor has a sub-woofer enclosure as a center console or if any part of the sub-woofer enclosure protrudes forward of the B-pillar. In this case the SPL sensor must be placed on the windshield. Exception may be made by the Bass Wars Official for behind the seat single cab truck enclosures. The competitor may play a tone or any type of music they choose so long as the lyrics aren't generally offensive to anyone. If kids are present absolutely no curse words allowed.

Become a Member

Should you decide to become a Bass Wars member, you will be able to acquire a show count and you'll get to participate in our finals every year in October. The cost is \$25 and it expires every year after your finals run. Bass Wars Finals are usually the first weekend in October. They take place all over the country.

What does it take to participate in Finals?

To participate in Bass Wars finals, you need to compete in 5 Bass Wars competitions in the class you wish to compete at Bass Wars Finals. You must currently be a member of Bass Wars for your competitions to count toward your 5 competitions needed. Meaning if you're not a member, the shows do not count.

Where are Bass Wars Finals?

Each of our judges have the opportunity to participate in our finals. Each judge solicits their own finals location. They day of finals, each judge live streams their competition to our corporate office. We then shoot all the streams out over the internet via social media websites (Facebook, Youtube). We have between 5 and 10 locations spread across the USA and probably by the time you're reading this, other countries as well. So this will allow you not to have to travel a great distance to participate in Bass Wars finals.

What is a Team membership?

You may register a team in Bass Wars. If a team is registered in Bass Wars, and its teammates are Bass Wars members, each time a teammate gets points, so does the team. At the end of the Bass Wars competition season, the points acquired by each teammate will also be acquired by the their team. You get 10 points for 1st place, 5 points for 2nd place, 3 points for 3rd place, 1 point for an entry into the Bass Wars competition. If you're on a competition team, you'll need a code from your team captain to fill out on your membership form. No worries if you're already a member, you'll just need to reach out to us.

There are two types of teams currently, local and national. So a Bass Wars member may belong to a local team, but that local team may belong to a national team. Like a local chapter of a national team. At that point the national team may register and every time a bass wars member gets points, the local chapter gets points as does the national team. By registering the local chapters it allows them to compete among one another (state vs state) etc....



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FREQUENTLY ASKED QUESTIONS

How does Bass Wars Class Competitor Vehicles

Bass Wars will classify you based on the cone area of your subwoofers. You will see the class specifications on each class listed. We also have a power specification for most classes. If you exceed the power limit of your class you will be moved up to the next class up. However, You may only be moved up one class no matter the amount of power you have. Example, if you have two 12" subwoofers in the cargo area of your SUV, then you would have 226 square inches of cone area, placing you in the Bandit class if you have less than 3,000 watts. However if you have 5,000 watts, you would be moved to the Assassin class. However, if you have a million watts, you can only be moved up one class to Assassin, even if you have way more power.

How much does it cost to run in Bass Wars?

The cost to compete in Bass Wars is \$30 for your first class and \$20 each for additional class you may compete in. Sometimes depending on the location, there may be a gate fee and they vary depending on who is promoting the show or renting the venue. Our regional and Final events cost more.

How do I register to run in Bass Wars?

Go to the tent where the judge is and ask for an entry form. This is where you pay your entry fee and collect your entry form from the judge. You will fill this out and keep this with you until you make your way with your competition vehicle to the tent for your SPL test. At that time you will present it to the judge and perform you SPL test.

Can I repeat my SPL test?

You may repeat your SPL test, re-run, and at no cost and as many times as you need to within reason. You may do this until an hour before the end of the competition or until the judge ends the re-runs. The judge will determine what time re-runs end if the competition is too busy to get all the first time runs through.

What is my award and how do I get it?

Currently we are giving away custom tag plates for our awards. We usually give awards out right after the last vehicle competes at the end of the show. The Bass Wars official will usually do a small awards ceremony at the Bass Wars tent or trailer. Sometimes it may be elsewhere on location if we are participating in a car show. The Bass Wars official will have those details for you. You or your representative must be present to claim your award or you forfeit it. The judge may ship your award but you must pay for shipping.



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Trunk Classes

We designed our trunk classes for cars that have the subwoofers and enclosures in the trunk of the car. The intent here is to see how loud you can make your competition vehicle with your subwoofers and enclosure inside the trunk. That means no part of the enclosure or speaker should encroach the cabin of the car. Batteries and amplifiers are not included, put them anywhere you like. Fold your seat up or down. These classes have a 53Hz maximum peak, if the competitor peaks higher, they are shifted to a pro class.

No Wall Classes

We designed our no wall classes for vehicles that have a subwoofer enclosure that does not seal off the cabin in front of the enclosure attempting to reduce the airspace in front of the enclosure or direct sound waves towards the SPL sensor. There is no set amount of inches from a window or roof that define this. Your judge will look in your vehicle and decide if it's a wall or no wall by asking himself these questions. Did the competitor attempt to make the cabin smaller in front of the enclosure? Did he succeed? if the answer to either of these is no, then it's a no wall. So do you have a wall, or do you have a big box in a Tahoe? We will use common sense to determine. These classes have a 53Hz maximum peak, if the competitor peaks higher, they are shifted to a pro class.

Open Classes

We designed our open classes for vehicles with walls, sealed off bandpass enclosures etc. These classes have a 53Hz maximum peak, if the competitor peaks higher, they are shifted to a pro class.

C-Pillar SUV Class

We designed this classes for C-Pillar walled vehicles. The subwoofers and the enclosure should not encroach the cabin past the C-Pillar towards the front of the vehicle. The batteries, amplifiers and other parts of the sound system may be located anywhere behind or in front of the C-Pillar. These classes have a 53Hz maximum peak, if the competitor peaks higher, they are shifted to a pro class.

Pro Classes

We designed these classes for professional competitors. The idea for these classes are that professional competitors compete with themselves most of the time, these classes will allow them more competition.

Demo Wars

We designed our Demo Wars classes for vehicles that are loud and sound good from outside the vehicle, from all sides. The classes are separated by number of speakers not including subwoofers. We use 3 objective judges to walk around the vehicle and judge it based on sound quality and volume 360 degrees around the vehicle. The competitor will play music free of offensive language for a period of 1 minute. Offensive language may result in the judge asking you to change the music you're playing in your competition test.

Fun Classes

We designed our fun classes for simply for that. These are classes that aren't taken very seriously but do offer fun to be had.



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DEMO SPL

Demo SPL - These SPL tests are 30 second average test. In these classes the competitor must play music and place the sensor anywhere in front of the OEM front seat location.

	Hurricane No Wall 0-19Hz	Hurricane Wall 0-19Hz
Typhoon Trunk 20-29Hz	Typhoon No Wall 20-29Hz	Typhoon Wall 20-29Hz
Cyclone Trunk 30-39Hz	Cyclone No Wall 30-39Hz	Cyclone Wall 30-39Hz
Twister Trunk 40-60Hz	Twister No Wall 40-60Hz	Twister Wall 40-60Hz

Hot Seat

This is a 30 second musical average class. You must peak between 0 and 80Hz. A spectator must hold the SPL sensor at their chest while sitting in the competitors hotseat.

Hot Seat Trunk	Hot Seat No Wall	Hot Seat Wall
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Mayhem

This is a 60 second musical average class. The sensor is placed 1 foot outside either front side window.

Crowd Loud

This is a 30 second musical average class. You must play music in this class. The sensor is placed 6 feet from the competitors vehicle. Height of the SPL sensor does not matter.

Crowd Loud Trunk	Crowd Loud No Wall	Crowd Loud Wall
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Death Match

This is a 3 minute musical average class. The sensor is placed anywhere in front of the oem front seat location.



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TRUNK CLASSES

In the trunk classes the competitor may play music or a tone and place the sensor anywhere in front of the OEM front seat location. If your enclosure or speaker protrudes towards the front of the vehicle past the C pillar, you may compete in one of our No-Wall classes. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class. If you exceed the power limit of your class you will be moved up to the next class up. However, You may only be moved up one class no matter the amount of power you have.

Stealth

0 - 250 inches of cone and port area combined and up to 3,000 watts of max rated power in a trunk build. More than 3,000 watts of max rated power go to Boss Class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Boss

251 - 350 inches of cone and port area combined and up to 5,000 watts of max rated power in a trunk build. More than 5,000 watts of max rated power go to Godfather Class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Godfather

351 - 600 inches and up to 10,000 watts of max rated power in a trunk build. More than 10,000 watts of max rated power go to Kingpin Class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Kingpin

601 inches and above inches and unlimited watts of max rated power in a trunk build. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.



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NO WALL CLASSES

In the no-wall classes the competitor may play music or a tone and place the sensor anywhere in front of the OEM front seat location. If your enclosure or speaker protrudes towards the front of the vehicle past the B pillar, you must place the sensor on the windshield 1 foot from the A pillar and 1 foot up from the dash. This includes console enclosures. If your sub woofer(s) are built into your dash and appear to be ported towards the sensor, the judge will determine where to place your sensor.

Bandit

0 - 250 inches of cone area and up to 3,000 watts of max rated power in a no wall build. More than 3,000 watts of max rated power go to Assassin Class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Assassin

251 - 500 inches of cone area and up to 10,000 watts of max rated power in a no wall build. More than 10,000 watts of max rated power go to Ninja class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Ninja

501 - 950 inches of cone area and 20,000 watts of max rated power in a no wall build. More than 20,000 watts of max rated power go to warlord class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Warlord

951 and up inches of cone area and up to unlimited watts of max rated power in a no wall build. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.



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OPEN CLASSES

In the open classes the competitor may play music or a tone and place the sensor anywhere in front of the OEM front seat location. If your enclosure or speaker protrudes towards the front of the vehicle past the B pillar, you must place the sensor on the windshield 1 foot from the A pillar and 1 foot up from the dash. This includes console enclosures. If your sub woofer(s) are built into your dash and appear to be ported towards the sensor, the judge will determine where to place your sensor. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Monster

0 - 600 inches of cone area and up to 10,000 watts of max rated power. More than 10,000 watts of max rated power go to Chaos Class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Chaos

601 - 950 inches of cone and up to 20,000 watts of max rated power. More than 20,000 watts of max rated power go to Beast Class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Beast

951 - 1450 inches of cone area and up to 40,000 watts of max rated power. More than 40,000 watts go to Legendary Class. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Legendary

951 - 1450 inches of cone area and Unlimited watts of max rated power. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Goat

Unlimited inches and unlimited power within a purpose built for SPL vehicle. ie...no seats, raised floor and built roofs, plated windshield etc. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.

Sniper

This is a console enclosure and single cab truck class and this is the only one we have so it's unlimited cone area as well as unlimited max rated power. If you compete in this class you must put the SPL sensor on the windshield. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class. A port will not be aimed directly at the SPL sensor, if it is, the judge will assign and alternate class.

High Voltage

Unlimited class for competitors that has a system higher than 18V



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FUN CLASSES

These are many different types of classes that are just fun for competitors. They vary in style and format but fun they are.

Bullseye

This is a 30 second average class where the judge picks a SPL. The competitor will try and have their ending SPL as close to the SPL picked by the judge without an ending score over that SPL. In this class you only get one attempt. Other attempts (reruns) will cost \$10 and the winner of the class will get half of all the rerun money collected.

Port Wars

This is a 30 peak SPL test. The sensor is placed in the port of an enclosure. The sensor cannot be attached to a mount of any kind and must be held or laid in the port and not in the enclosure.

Old School

Competitors will put the sensor on the windshield one foot over from the Passenger A pillar and 1 foot up from the top of the dash at that point must play the original version of one of these songs, "Flashdance" by Irene Cara, "Dirty Diana" by Michael Jackson or "Hard Habit To Break" by Chicago during this SPL test. During this 30 second peak test, The doors must be shut and windows up.

Iron Horse

This class is for motorcycles, side by sides, etc...Sensor will be held above the seat of these vehicles. This test is performed using a 30 second musical average.

Baby Boomer SPL

This class is meant for the kids. It's a 30 second average SPL test. The kids must operate the sound system during this SPL test.



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PRO CLASSES

The pro classes were created for the best of the best when it comes to making the SPL meter read high. Most of these competitors will peak higher than 53Hz. We created 8 classes for them. 3 clamped, stock classes, three unleashed classes where power is not limited and 2 power unlimited demo classes.

Leashed Trunk

Stock cabin clamped 5,000 watt class. In this class, sound proofing can be used, wood can be used as long as the cabin appears to be stock. Meaning do what you like behind the panels. Enclosure and subwoofer(s) must be in the trunk and not protrude into the cabin. Other components may be mounted elsewhere.

Leashed No Wall

Stock cabin clamped 5,000 watt class. In this class, sound proofing can be used, wood can be used as long as the cabin appears to be stock. Meaning do what you like behind the panels. Sub woofer enclosures must be a no wall type build.

Leashed Wall

Stock cabin clamped 5,000 watt class. In this class, sound proofing can be used, wood can be used as long as the cabin appears to be stock. Meaning do what you like behind the panels. This class is for walled builds.

Unleashed Trunk

Unlimited trunk class. Enclosure and subwoofer(s) must be in the trunk and not protrude into the cabin. Other components may be mounted elsewhere.

Unleashed No Wall

Unlimited no wall class. Extreme cabin or not is ok and unlimited power.

Unleashed Wall

Unlimited wall class. Extreme cabin or not is ok and unlimited power.

Unleashed Demo

This is a 30 second musical average class. You must play music in this class and you must peak between 20 and 60Hz.

Hurricane Unleashed

This is a 30 second musical average class. You must play music in this class and you must peak between 0 and 19Hz.

C PILLAR SUV CLASS

The C-Pillar walled classes were created for, you guessed it, C-Pillar walls. It's ok if your amps and batteries are forward of the C-Pillar, but your enclosure nor subwoofers can protrude forward past the C-Pillar.

Warlock

All the cone area and all the watts. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.



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DEMO WARS

Welfare

This is a 60 second sound quality class . Your can have only speakers in your factory locations. You must play music in this class and it must contain no vulgar language. The Bass Wars official will determine if the music is vulgar or not.

Mailroom

This is a 60 second sound quality class . Your can have up to 12 mid and high frequency response type speakers in your vehicle. You must play music in this class and it must contain no vulgar language. The Bass Wars official will determine if the music is vulgar or not.

Blue Collar

This is a 60 second sound quality class . Your can have up to 30 mid and high frequency response type speakers in your vehicle. You must play music in this class and it must contain no vulgar language. The Bass Wars official will determine if the music is vulgar or not.

White Collar

This is a 60 second sound quality class . Your can have up to 60 mid and high frequency response type speakers in your vehicle. You must play music in this class and it must contain no vulgar language. The Bass Wars official will determine if the music is vulgar or not.

CEO

This is a 60 second sound quality class . Your can have unlimited mid and high frequency response type speakers in your vehicle. You must play music in this class and it must contain no vulgar language. The Bass Wars official will determine if the music is vulgar or not.

Kids

This is a 60 second sound quality class . Your can have unlimited mid and high frequency response type speakers on your power wheel type vehicle. You must play music in this class and it must contain no vulgar language. The Bass Wars official will determine if the music is vulgar.

Motorcycles

This is a 60 second sound quality class . Your can have unlimited mid and high frequency response type speakers on your bike. You must play music in this class and it must contain no vulgar language. The Bass Wars official will determine if the music is vulgar or not.

Lit

How Cool are your LED's? The Bass Wars official will pick 3 judges at random. The judges will rate the lighting from 0-100 and give the result to the Bass Wars official. The Bass Wars official will add the scores together and the highest score wins. This winner is the only competitor in this class to receive and award.

Name: _____

Member # _____

Email: _____

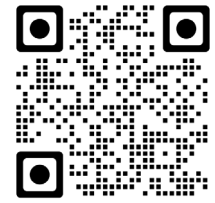
Address: _____

Phone: _____

Event: _____ Date: _____

Director :

KICKER



Contest

Scan for
Guidebook



Amount of max-rated power: _____

Number (Subs): _____ Size: _____

Club/Team Representing: _____

First Format is \$30

Additional Formats are \$20

Annual Membership us \$25

Total Paid \$

I Understand that the host location, event organizer, contest promotor, nor Bass Wars are not responsible for any loss or damage to equipment, personal belongings, vehicle damage, theft nor personal injury immediately prior to, during, or after the event takes place. I hereby waive all rights to any claim against any or all of the aforementioned parties.

Signature: _____

Demo Classes

No Wall Classes

Pro Classes

- Hurricane No Wall (0-19Hz)
- Hurricane Wall (0-19Hz)
- Typhoon Trunk (20-29Hz)
- Typhoon No Wall (20-29Hz)
- Typhoon Wall (20-29Hz)
- Cyclone Trunk (30-39Hz)
- Cyclone No Wall (30-39Hz)
- Cyclone Wall (30-39Hz)
- Twister Trunk (40-60Hz)
- Twister No Wall (40-60Hz)
- Twister Wall (40-60Hz)
- Hot Seat Trunk
- Hot Seat No Wall
- Hot Seat Wall
- Mayhem (60 sec avg, 1ft from front side window)
- Crowd Loud Trunk (6ft)
- Crowd Loud No Wall (6ft)
- Crowd Loud Wall (6ft)
- Death Match

- Bandit
 - Assassin
 - Ninja
 - Warlord
- Open Classes**
- Monster
 - Chaos
 - Beast
 - Legendary
 - GOAT
 - Sniper
 - High Voltage
- Fun Classes**
- Bullseye
 - Port Wars
 - Old School
 - Iron Horse
 - Baby Boomer SPL (30 sec avg)

- Leashed Trunk (Clamped Stock 5K)
 - Leashed No Wall (Clamped Stock 5K)
 - Leashed Wall (Clamped Stock 5K)
 - Unleashed Trunk
 - Unleashed No Wall
 - Unleashed Wall
 - Unleashed Demo (30 sec avg)
 - Unleashed Hurricane (30 sec avg)
- Demo Classes**
- Welfare (stock speakers & Subs)
 - Mailroom (12 speakers max)
 - Blue Collar (30 Speakers max)
 - White Collar (60 Speakers max)
 - CEO (Unlimited Speakers)
 - Kids
 - Motorcycles
 - Lit

Trunk Classes

- Stealth (up to 250°, 53Hz & 3k max rated)
- Boss (up to 350°, 53 Hz & 5k max rated)
- Godfather (351°-600°, up to 53Hz & 10k)
- Kingpin (501°- up, up to 53Hz, unlimited watts)

C Pillar SUV Class

- Warlock





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TEAM WARS

Definitions

1. Team - 3 or more Competitors
2. Team Captain - The person listed first on the team roster and is responsible for managing the team
3. Team Members - members of a team

Handicaps

1. Trunk - 20dB's
2. No Wall - 15dB's
3. Wall - 10dB's
4. Extreme - 0dB's

Types of Matches

1. 30 second average
2. 1 minute music average
3. 2 minute music average
4. Burp
5. Other

In a given match, there will be two teams, lets say team A and Team B. Lets say Team A is the home team and Team B is the visiting team. At the beginning, The home team, Team A will flip a coin into the air, the visiting Team B will call heads or tails while the coin is in the air. After a coin toss winner has been declared, (for our example we will say Team B won the coin toss) Team B will choose to put a competitor up or they will choose to have Team A put a competitor up. Once a competitor has been declared, (lets say Team B chose to have Team A put a competitor up first) team B will choose a competitor to go against Team A's competitor.

Once Team A and Team B's competitors are at the Bass Wars tent, each team will place the sensors in the competing vehicles. They will compete. After the match has ended, one will have a higher score than the other most likely. (For example, team A scored 145dB's and team B scored 147 dB's.) So at that point Team B is up 2 DB's.

For the next match, Team A will put up a competitor(Team B did it to start) and Team B will put a competitor up against Team A's competitor in the hopes of making up that 2 dB deficit they have now. They compete and lets say Team A competitor won the match by 3 dB, now Team A is up by 1 dB.

This keeps going for as many matches as we have. When all the matches have been completed, one team will be louder overall than the other and that team shall be declared the winner.

Handicaps can be used to even the playing field. Lets say you have played all your competitor and all you have left is a no wall build to go against the opposing team's extreme build. Well that no wall build will get a 15 dB added to his score. Just to be clear, we used our data to come up with these and they are just a starting point. We used about 7,000 scores to calculate the average score of the different type builds and the following handicap is what we came up with. Later if these seem off will adjust them.

