



Fired Up Audio Events National Competition

Official Rulebook

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SPL Classes

Class	Subs & Size	Battery's	Port Type	Notes
Blazing Junior 1	1 X 12" or Smaller	1 Normal Car Battery	Round / Slot	Only In Cargo Area
Blazing Junior 2	2 X 12" Or Smaller	1 Normal Car Battery	Round / Slot	Only In Cargo Area
Blazing Junior 3	1 X 15" Or 2 X 15"	1 Normal Car Battery	Round / Slot	Only In Cargo Area
Blazing Fire 1	1 X 12"	3 or LTO / Lithium Bank	Round / Slot	Only In Cargo Area
Blazing Fire 2	2 X 12" or Smaller	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Blazing Fire 3	1 X 15"	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Blazing Fire 4	2 X 15" or Smaller	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Sedan	2 X 12" or Smaller	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Sedan Open	2 X 15" or Smaller	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Bakkie Uncut	2 X 12" or 2 X 15"	2 or LTO / Lithium Bank	Round / Slot / External	Inside Cab Area No Subs on Seat, See rule 9 on page 2
Bakkie Uncut Wall	4 X 15" or Smaller	4 or LTO / Lithium Bank	Round / Slot / External	Inside Cab Area
Bakkie Cut 1	2 X 15" or Smaller	4 or LTO / Lithium Bank	Round / Slot / External	Behind Cab Area
Bakkie Cut 2	4 X 15" or Smaller	4 or LTO / Lithium Bank	Round / Slot / External	Behind Cab Area Blow through System Under Rear View Window
Bakkie Cut Wall	Unlimited Not Past B Pillar	Unlimited or LTO / Lithium Bank	Round / Slot / External Not Passed B Pillar	Behind Cab Area
SUV 1	2 X 12" or Smaller	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Big Body Class (Pannel Van / Taxi)	4 X 15" or Smaller	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Lady's Class 1	2 X 12" or Smaller	3 or LTO / Lithium Bank	Round / Slot	Only In Cargo Area
Lady's Class 2	2 X 15" or Smaller	3 or LTO / Lithium Bank	Round / Slot / External	Only In Cargo Area
Lady's Class Advanced	Max 4 X 15"	4 or LTO / Lithium Bank	Round / Slot / External	Not Passed B Pillar
Advanced	Unlimited No Wall	Unlimited or LTO / Lithium Bank	Round / Slot / External	Not Passed B Pillar No Wall
Advanced Wall	Unlimited Wall	Unlimited or LTO / Lithium Bank	Round / Slot / External	Not Passed B Pillar
Ultimate	Unlimited Wall	Unlimited or LTO / Lithium Bank	Round / Slot / External	Not Passed B Pillar



SPL Rules

1. Competitors may use any tone or music track of their choice during an SPL run.
2. The competitor may run with the driver's door open or closed. Any other open window, door, or ventilation opening will be considered an unfair advantage, and the run will be disqualified. The competitor may re-run only if the issue is corrected and the competitor still has remaining runs or purchases an additional entry.
3. A maximum of five (5) body blockers is permitted. All body blockers must have both feet on the ground at all times. No person may sit or stand on any part of the vehicle. Failure to comply will be deemed an unfair advantage and result in disqualification.
4. If a vehicle exceeds 150 dB, the competitor must wear hearing protection or exit the vehicle during the run.
5. All positive power cables must be fused. It is strongly recommended that all cables be fused at the main power source to ensure safety for competitors, officials, and bystanders. If any positive cable is unfused, the competitor must have a Class A/B/C fire extinguisher present, failing which the competitor will be disqualified.
6. No swapping or changing of sound equipment is permitted. In the event of equipment failure or malfunction, the issue must be reported to a judge before any changes are made. Permission to swap equipment, or the requirement to purchase an additional entry, will be at the judge's discretion.
7. The SPL meter will be placed on the front windscreen using an official template. Competitors may not move or adjust the meter. Any concerns regarding meter placement must be reported to a judge before the run begins; complaints raised after the run will not be considered.
8. Only the competitor whose name appears on the entry form may operate the vehicle during a run. Exceptions may be granted solely at the discretion of the judges.
9. Any bakkie with a subwoofer enclosure installed on the rear seat or in the rear-seat area will be reclassified into the Advanced Class to maintain fairness among competitors.
10. All judges' decisions are final.
11. SPL results will be recorded using the highest peak dB reading achieved during the run



Fired UP Audio Events National Rules & Classes

BASS BOXING

Classes	See On SPL Classes
Bass Boxing Blazing Junior	Blazing Junior 1, 2 ,3
Bass Boxing Blazing Fire	Blazing Fire 1, 2, 3 ,4
Bass Boxing Sedan	Sedan and Sedan Open
Bass Boxing Bakkie Uncut	Bakkie Uncut
Bass Boxing Bakkie Uncut Wall	Bakkie Uncut Wall
Bass Boxing Bakkie Cut	Bakkie Cut 1, 2
Bass Boxing Bakkie Cut Wall	Bakkie Cut Wall
Bass Boxing Big Body	SUV, Van, Taxi
Bass Boxing Lady's Class	Lady's Class 1, 2
Bass Boxing Advanced	Lady's Class Advanced, Advanced
Bass Boxing Ultimate	Ultimate

Bass Boxing Rules

1. Competitors may use any music track of their choice. The full vocal range must be clearly audible outside the vehicle to bystanders and judges. If vocals are not audible, the judge may disqualify the run at their discretion.
2. Test tones, frequency generators, or test tracks are strictly prohibited in the Bass Boxing format.
3. The competitor must run with the driver's door open. Any other open window, door, or ventilation opening will be considered an unfair advantage and will result in disqualification. The competitor may re-run only after correcting the issue, provided runs remain or an additional entry is purchased.
4. A maximum of five (5) body blockers is permitted. All body blockers must maintain both feet on the ground at all times. Sitting or standing on any part of the vehicle is prohibited and will be deemed an unfair advantage, resulting in disqualification.
5. If a vehicle exceeds 150 dB, the competitor must wear hearing protection or exit the vehicle during the run.
6. All positive power cables must be fused. It is strongly recommended that all cables be fused at the main power source for safety. If any positive cable is unfused, the competitor must have a Class A/B/C fire extinguisher present; failure to do so will result in disqualification.
7. No swapping or changing of sound equipment is permitted. In the event of equipment failure or malfunction, the issue must be reported to a judge before any changes are made. Approval to swap equipment or the requirement to purchase an additional entry will be at the judge's discretion.
8. The Bass Boxing meter will be placed on the front windscreen using an official template. Competitors may not move or adjust the meter. Any concerns regarding meter placement must be reported to a judge before the run begins; complaints made after the run will not be considered.
9. Judges' decisions are final.
10. Bass Boxing results will be measured using the average dB reading, not peak dB.



Head-to-Head Challenge

There will be 1 Head-to-Head Category

1. Head-to-Head 1

How it will work two (2) vehicles will play Head-to-Head (at the same time) for 90 seconds bass boxing run (bass boxing rules apply) and the winner of the Round Advances to next Challenger if Winner doesn't want to accept the challenge, he / she forfeits and the runner up will have the opportunity to go up against the challenger it works on a "knock out" basis.

Fired Up Kick Zone Challenge

Fired Up Audio Events has launched its own **Kick Zone Class**. **Blazing Junior classes will not be allowed to compete** unless the competitor chooses to move up to a higher class at their own discretion. For this class, the meter will be placed on the passenger-side floor by the competitor and a judge (judge's discretion applies). The competitor may play a song or frequency of their choice for **30 seconds**, and the **highest decibel (dB) level** will be recorded. Each competitor is allowed **three runs** in this class.

See classes below

Kick Zone Classes	See on SPL Classes
Kick Zone 1	Blazing Fire 1, Blazing Fire 3
Kick Zone 2	Blazing Fire 2, Sedan, Bakkie Uncut, SUV, Lady's Class 1
Kick Zone 3	Blazing Fire 4, Sedan Open, Bakkie Cut 1, Lady's Class 2
Kick Zone 4	Bakkie Uncut Wall, Bakkie Cut 2, Big Body Class, Lady's Class Advanced
Kick Zone 5	Bakkie Cut Wall, Advanced, Advanced Wall, Ultimate

Fired Up Audio Events is proud to introduce the

Fired Up Demo Class.

This class is designed for vehicles that demonstrate both **high output and sound clarity**. Competitors may play a **music track of their choice**, during which the vehicle's **bass performance and overall sound clarity (including treble response)** will be evaluated.

An **anonymous judge** will be appointed for this category and will be revealed **only on the day of the competition**. This class is **open to all competitors** who wish to participate.

The judge may, at their discretion, request a **specific song** to be played, provided the competitor's audio system is capable of playing the requested track.



Fired Up Audio Events is proud to introduce the,

Fired Up Clamped Class.

The Fired Up Clamped Classes will be as follows

Clamped 1	0-1000 RMS wattage
Clamped 2	1001-3000 RMS wattage
Clamped 3	3001-5000 RMS wattage
Clamped 4	5001+ RMS wattage

1. Class Selection

Competitors may **choose their class**, but the system **must stay within the specified RMS wattage range**.

2. Redlight Rule

Exceeding the allowed RMS will trigger a **redlight**:

- Meter stops recording immediately
- Run is **forfeited**

3. Run Attempts

Each competitor is allowed **2 runs** with their vehicle.

4. Determining Winners

Winners in each class are based on the **highest dB reading** achieved during their runs.



Bass Queens and Bass Kings Challenge

For the **Bass Queens / Kings Challenge**, competitors may choose **one of Three frequency sets**:

1. **Set 1:** 25 Hz, 30 Hz, 35 Hz, 40 Hz
2. **Set 2:** 30 Hz, 35 Hz, 40 Hz, 45 Hz
3. **Set 3:** 45 Hz, 50 Hz, 55Hz, 60Hz

Each frequency may be played for a maximum of 15 seconds. The dB readings recorded for all four frequencies will be added together and divided by four (4) to calculate the competitor's final score. A tolerance of ± 1 Hz will be permitted for each frequency.

Port Battles

Each competitor will be allowed two (2) runs in the Port Battles category. Each run will be limited to 10 seconds. The highest score achieved across the two runs will determine the winner. This is an open class, with all competitors competing against one another.

Show and Shine National Competition

There will be the following classes for Show & Shine National Competition

Modern	2016-Current
Modern Modified	2016-Current
Modern Classic	2006-2015
Modern Classic Modified	2006-2015
Classic	2000 -2005
Classic Modified	2000 -2005
Vintage	Anything before 1999
Vintage Modified	Anything before 1999

The National Competition will operate using a points system:

- **1st Place:** 10 points
- **2nd Place:** 7 points
- **3rd Place:** 5 points

The top three finishers in each class will be featured on the **Fired Up Audio Events National Leaderboard** for their respective province. Advancement will follow a knockout format based on the total points accumulated.



General Rules & Information

1. **Cargo Area Definition**

The cargo area is defined as the space located **behind the rear seats**, intended for the loading of cargo or groceries.

2. **Wall Build Definition**

A wall build refers to any subwoofer enclosure that **exceeds 750 mm in height** or is constructed **from the vehicle floor to the roof**, forming a solid wall-like structure.

3. **No Wall Definition**

A “No Wall” configuration refers to a subwoofer enclosure where the subwoofer(s) **do not extend higher than the front seats** of the vehicle.

4. **Bakkie Cut 2 (Blow-Through) Definition**

Bakkie Cut 2 is classified as a **blow-through system**, where the cut section is located **below the rear window**.

5. **Body Panel Stiffening**

The stiffening of body panels is permitted, provided it **does not interfere with the normal operation** of the vehicle as intended by the OEM manufacturer and is **not externally visible** (must be behind factory panels). Competitors may only use **traditional sound-deadening materials** commercially available from car audio retailers. Reinforcement using any other materials is prohibited.

6. **OEM Component Requirements**

All factory (OEM) components and panels must remain in their **original fitted locations**. The only exceptions are:

- a. **Custom door build-outs** designed to enhance the acoustic performance of the sound system; and
- b. **Advanced and Ultimate Classes**, which permit modifications from the **B-pillar rearwards**, provided the cabin retains an **OEM appearance**.

7. **Tie or Draw Resolution**

In the event of a tie or draw, judges will review the **average scores across all three runs** for each competitor. Final placements (1st, 2nd, and 3rd) will be determined based on overall performance on the day.

8. **Run Duration & Measurement**

- SPL and Bass Boxing runs are **30 seconds** in duration.
- SPL results are measured using **peak dB**.
- Bass Boxing results are measured using **average dB**.



Disputes & Enforcement

9. Competitor Disputes

A competitor may dispute another vehicle if they believe the vehicle was run **illegally** or gained an **unfair advantage**. A dispute fee of **R500** must be paid to the main judge at the time of the dispute.

- The disputed competitor may not leave the lane or continue competing until the inspection is completed.
- The dispute must clearly identify the **specific area or modification** being challenged.
- If the competitor is found **innocent**, the dispute fee will **not be refunded**.
- If the competitor is found **guilty**, they will be **disqualified**, and the dispute fee will be refunded to the person who initiated the dispute.

10. Excessive Revving & Vehicle Spinning

Excessive engine revving, burnouts, wheel spinning, or any form of reckless vehicle operation is **strictly prohibited** on the competition premises.

A competitor will be issued **one (1) warning only** for excessive revving or spinning.

Any further offence will result in a **R500 fine**.

Continued or repeated offences after the fine will result in **immediate disqualification**.

The competitor will also be **required to leave the premises immediately**.

This rule is enforced to ensure a **safe environment** for all competitors, officials, and members of the public in attendance.

11. Maximum System Voltage

The maximum allowable system voltage is **16.8 volts (engine running)**. Judges may test any vehicle suspected of exceeding this limit.

- One (1) warning will be issued to correct the issue.
- Failure to resolve the issue before competing will result in **disqualification**.

12. External Equipment

- External source units (radios) are permitted.
- Batteries and amplifiers may **not** be mounted on the exterior of the vehicle.
- External speakers or pods may be mounted outside the vehicle **only if securely installed** and do not pose a safety risk to competitors, officials, or bystanders.

Run Start Time

Competitors have **one (1) minute** from the time the meter is placed in the vehicle to begin playing. Failure to do so will result in **disqualification from the run**.



National & Provincial Competition Structure

13. Leaderboard Placement

Winners of all classes will be listed on **Fired Up Audio Events' National Leaderboard** for their respective provinces. Provincial rankings operate on a **knockout basis**.

14. Provincial & National Events

Each province will host a **minimum of two (2) National Competitions** prior to the year-end record event.

15. Year-End National Record Event

The top-ranked competitors from each province will qualify for the **invite-only Year-End National Record Event**. If a qualified competitor is unable to attend, the **next highest-ranked competitor** will be offered the position.

16. Excessive Revving & Vehicle Spinning

Excessive engine revving, burnouts, wheel spinning, or any form of reckless vehicle operation is **strictly prohibited** on the competition premises.

A competitor will be issued **one (1) warning only** for excessive revving or spinning.

Any further offence will result in a **R500 fine**.

Continued or repeated offences after the fine will result in **immediate disqualification**.

The competitor will also be **required to leave the premises immediately**.

This rule is enforced to ensure a **safe environment** for all competitors, officials, and members of the public in attendance.

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Fired Up Audio Events official website

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