Judging matrix for the categories used in the rulebook 2009-2010

Sound Quality								ESPL								Multi Media						
			Category					Category								Category						
	Chapter	Score	Entry	Experienced	Advanded	Master	Expert Unl.	Entry	Experienced	Experienced Plus	Advanced	Advanced Plus	Master	Expert	ESQL	Experienced	Advanded	Master	Expert	Score	Chapter	
Sound			**70**	**275**	**310**	**316**	**496**								**205**	**225**	**256**	**316**	**376**			**Sound and picture**
Checking Charger connected	5.1.1	y/n	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	y/n	6.1.1	Checking Charger connected
Verification of reasonable driving position	5.1.2	y/n	X	X	X	X	X	X	X	X	X	X	X	X	X					y/n		Verification of reasonable driving position
Channel verification	5.1.3	y/n	X	X	X	X	X								X	X	X			y/n		Channel verification
Calibration of Volume	5.1.4		X	X	X	X	X								X							Calibration of Volume
Sound Stage and Imaging Characteristics																will be judged in 2.0						**Sound stage and room quality**
Sound Stage - distance to Sound Stage	5.2.1	15	X	X	X	X	X											X	X	25	6.2.1	360° Level
Sound Stage - width of sound stage	5.2.2	15		X	X	X	X											X	X	25	6.2.2	360° Movement
Sound Stage - hight of the sound stage	5.2.3	15		X	X	X	X									X	X	X	X	10	6.2.3	Room quality - sub
Sound Stage - depth of the sound stage	5.2.4	10														X	X	X	X	10	6.2.4	Room quality - frontstage
Sound Stage - ambience	5.2.5	10			X	X	X											X	X	10	6.2.5	Room quality - surround
Imaging - position	5.3.1	25		X	(X)*1	X	X									X	X	X	X	25	6.2.6	System separation
Imaging - focus	5.3.2	25			(X)*1	X	X															
																						Tonal accuracy and spectral balance
Tonal accuracy and spectral balance																X	X	X	2x	15	5.4.2	Sub-bass
Sub-bass	5.4.2	30		X	X	X	2x								X	X	X	X	2x	15	5.4.2	Mid-bass
Mid-bass	5.4.2	30		X	X	X	2x								X	X	X	X	2x	15	5.4.2	Midrange
Midrange	5.4.2	30		X	X	X	2x								X	X	X	X	2x	15	5.4.2	High frequency
High frequency	5.4.2	30		X	X	X	2x								X							
Overall spectral balance (normal volume)	5.5.1	30	X	X	X	X	2x								X							**Tonal accuracy / Spectral balance**
Overall spectral balance at higher volume	5.5.2	30		X	X	X	2x								X	X	X	X	X	25	6.3.2	Normal volume
																X	X	X	X	25	6.3.3	High volume
Listening pleasure	5.6.1	25	X	X	X	X	X								X	X	X	X	X	25	6.3.4	Timbre matching
Adjustments to score																						**Picture quality**
Engine-off testing- switching noise	5.7.2	0		X	X	X	X									X	X	X	X	15	6.4.1	Details and resolution
Engine-off testing- system noise	5.7.3	0		X	X	X	X									X	X	X	X	15	6.4.2	Contrast and brightness
Engine on	5.7.4	0		X	X	X	X									X	X	X	X	15	6.4.3	Colour
																	X	X	X	25	6.4.4	Multimedia experience
Ergonomics																						
System handling - visibility	5.8.1	3				X	X															**System handling**
System handling - control	5.8.1	3				X	X										X	X	X	6	6.5.1	System handling
					*1 = not judged in Pure Sound																	
																						Adjustments to score
																X	X	X	X	0	6.6.1	Switching noise
																X	X	X	X	0	6.6.2	System noise
																X	X	X	X	0	6.6.3	Engine on
																X	X	X	X	0	6.6.4	Picture noise
Install			**60**	**100**	**135**	**235**	**225 +**	**50**	**65**	**100**	**65**	**100**	**65**	**115**	**65**	**100**	**135**	**235**	**225 +**			**Install**
Basic Presentation & Documentation	4.1.1	5			X	X	X							X			X	X	X	5	4.1.1	Basic Presentation & Documentation
Documentation of hidden / not accessible components	4.1.2	5				X	X											X	X	5	4.1.2	Documentation of hidden / not accessible components
Documentation of hidden / not accessible wiring	4.1.3	5				X	X							X				X	X	5	4.1.3	Documentation of hidden / not accessible wiring
Progessed Presentation & Documentation	4.1.4	5				X	X							X				X	X	5	4.1.4	Progessed Presentation & Documentation
Presentation to the public	4.1.5	10		X	X	X	X									X	X	X	X	10	4.1.5	Presentation to the public
Cleanliness	4.1.6	5		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	5	4.1.6	Cleanliness
Any power wire fused properly	4.2.1	10	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	10	4.2.1	Any power wire fused properly
Wires properly terminated	4.2.2	5		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	5	4.2.2	Wires properly terminated
Any wire termination properly protected	4.2.3	5			X	X	X		X	X	X	X	X	X	X		X	X	X	5	4.2.3	Any wire termination properly protected
Wires protected from damage	4.2.4	5			X	X	X		X	X	X	X	X	X	X		X	X	X	5	4.2.4	Wires protected from damage
Interior Wires hidden from view	4.2.5	5			X	X	X		X	X	X	X	X	X	X		X	X	X	5	4.2.5	Interior Wires hidden from view
Components securely mounted	4.3.1	20	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	20	4.3.1	Components securely mounted
Mounting panels securely mounted	4.3.2	20	X	X	X	X	X									X	X	X	X	20	4.3.2	Mounting panels securely mounted
Cooling	4.3.3	5				X	X											X	X	5	4.3.3	Cooling
Protection of Speakers	4.3.4	5			X	X	X										X	X	X	5	4.3.4	Protection of Speakers
Normal use of vehicle	4.3.5	20		X	X	X	X									X	X	X	X	20	4.3.5	Normal use of vehicle
First optic impression of installation	4.3.6	10	X	X	X			X	X	X	X	X	X	X	X	X	X			10	4.3.6	First optic impression of installation
Design of vehicle - passenger compartment	4.4.1	10				X	X			X		X		X				X	X	10	4.4.1	Design of vehicle - passenger compartment
Design of vehicle - trunk compartment	4.4.2	10				X	X			X		X		X				X	X	10	4.4.2	Design of vehicle - trunk compartment
Overall design of vehicle	4.4.3	10					X			X		X		X					X	10	4.4.3	Overall design of vehicle
Craftsmanship - wiring	4.5.1	10				X	X											X	X	10	4.5.1	Craftsmanship - wiring
Craftsmanship - front end	4.5.2	10				X	X											X	X	10	4.5.2	Craftsmanship - front end
Craftsmanship - amplifiers	4.5.3	10				X	X											X	X	10	4.5.3	Craftsmanship - amplifiers
Craftsmanship - speakers	4.5.4	10				X	X											X	X	10	4.5.4	Craftsmanship - speakers
Craftsmanship - other devices	4.5.5	10				X	X											X	X	10	4.5.5	Craftsmanship - other devices
Overall craftsmanship	4.5.6	10			X	X	X			X		X		X			X	X	X	10	4.5.6	Overall craftsmanship
Bonus points	4.5.7	20				(X)*2												X		20	4.5.7	Bonus points
Bonus points unlimited	4.5.7	???					X												X	???	4.5.7	Bonus points unlimited
						*2 = not judged in 5 & 7 Ch.																
Total Points			**Entry**	**Experienced**	**Advanded**	**Master**	**Expert Unl.**	**Entry**	**Experienced**	**Experienced**	**Advanced**	**Advanced**	**Master**	**Expert**	**Expert**	**Experienced**	**Advanded**	**Master**	**Expert**			**Total Points**
			130	**375**	**445**	**551**	**721 +**	**50 +**	**65 +**	**100 +**	**65 +**	**100 +**	**65 +**	**115 +**	**270 +**	**325**	**391**	**551**	**601 +**			

Measurement I (open doors)
Measurement II (closed car)