



BASS WARS 2026 GUIDEBOOK



2/01/2026

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 organisation 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 Jodan lived 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, all the larger shows in Florida. In 2022 competitors were really getting interested in Bass Wars and we began to add more judges and grow rapidly. We brought on Dan O'Brien (Iowa), Jake Luke (Mississippi), Melissa Hall (Texas), Brad Manning (Oklahoma), Greg Kelley (Tennessee), Eric Halfacre (Tennessee), Mellissa Halfacre (Tennessee), Tony Dulgar (Ohio), Richard Papsin (California). In 2023 we added Brandon Erickson (Indiana), Mike Martin (South Carolina), Matt Phillips(Indiana), Jefferey Rodeheaver(North Carolina) and Ray Saint(Trinidad and Tobago). In 2024, we added James Courtney(Oregon), Wes Strickland (Virginia), James & Bell Wright (Michigan), Tina Winchester(Alabama), Sugan Pillay and Poomesh Sukhai(South Africa). Chuck Wilcox(Tennessee) and Tim Stroka(Minnesota). Starting 2025 off we had Sarah Kelley come on in South Carolina. Later that year we had Russell Jones (South Florida).



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Rules

Cheating, Disrespecting or Bashing other members, judges, and Bass Wars?

We respect all our members, and we will treat them fairly and with utmost respect. What we ask is this be a 2-way street. If you have an issue, follow the chain of command. First, check in with your local judge if it can be resolved. If not, go to Bill of Bass Wars. Disrespect or threats to judges, other competitors, and Bass Wars during contests/events, on the web, or social media is not the way to resolve issues and only escalates the matter. Poor conduct, especially using foul language, bashing, and/or disrespecting others without merit or attempting to resolve the issue properly may be cause for loss of show attendance, member status, suspension or being banned from Bass Wars all together.

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 \$30 and it expires every year after your finals run. You will need a member membership for each vehicle you plan to acquire points for finals in if you're running multiple vehicles. You do not need a second membership if you change your competition vehicle during the season.

What does it take to participate in Finals?

To participate in Bass Wars finals, you must be a member of Bass Wars for the current year and you will need to compete in 5 Bass Wars competitions in the class you wish to compete at Bass Wars Finals. By compete we mean you must perform your SPL test or actually participate in the class you have entered. If your build or automobile changes you must compete in at least two competitions with the build you will be bring to finals. If you compete in 8 or more different competitions and you haven't got 5 in any class, you may compete at finals in the class you have the most scores in.

Where are Bass Wars Finals?

The 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 world. So this will allow you not to have to travel a great distance to participate in Bass Wars finals.



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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 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 are on a competition team, you'll need a code from your team captain to fill out on your membership form.

Frequently asked Questions

World Records

To be considered, pay a \$50 registration, be a current member of Bass Wars and have at least 5 competition scores in the class you are attempting to set a record in. Your vehicle will be looked at meticulously, the SPL test will be clamped and backed up (hit the score twice). World Record holders will receive a plaque with the SPL test information on it.

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 your SPL test.

Can I repeat my SPL test?

You may repeat your SPL test, re-run. 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. At finals you can have 1 rerun your first time in the lane and you can have one more if you come back to the lane.

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.

Do I get points when I compete in Bass Wars?

Many organizations use a point system to get you into finals. Meaning you have to have a certain amount of points to be able to participate. Bass Wars approaches this a little differently in that we want you to have a certain number of shows/competitions to participate in our finals. You do accrue points in Bass Wars however they are currently only used for a calculation of team points for our registered teams competing against one another. You get 10 points for 1st place, 5 points for 2nd place, 3 points for 3rd place and 1 point for entering the competition and putting up a score or participating in Demo Wars.



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Can I use another vehicle to acquire points?

Short Answer Yes! Here is why. If a competitor changed their build in the middle of the season, they would have to start over acquiring points, we don't think that is something that should happen, you shouldn't be penalized for upgrading your competition system or vehicle. Then there is the issue of policing it, would a failed alternator replaced with a bigger one constitute you having to start over? Changing a subwoofer to one that holds more power? Upgrading power and ground wires? Where would this end? On the industry side, how wise would it be for us to say you can't change and retailers and manufactures would only be able to sell products in the off season, that would be counter-productive for us as competitors.

Blow Throughs

A blowthrough is to be considered a no wall and go into the appropriate class if the enclosure doesn't protrude above the bedrail of the vehicle bed. If the blow through cutout or the enclosure does protrude higher than the bedrail, of the vehicle then it will go into a wall class. Amplifiers, batteries and equipment may protrude past the bedrails, but no part of the enclosure can. Speakers at rest cannot protrude above the bedrail.

What is a stock Cabin?

For Bass Wars a stock cabin has all the factory panels from the B-pillar forward must be in the vehicle mounted in the OEM location. Deadner can be behind the panels. Behind the B-pillar you may do as you like.

Mic Traps

A mic trap is an enclosure built around the sensor that increases the spl. These are not allowed. You are encouraged to make a mount for the sensor in your competition vehicle but you cannot make a mic trap. Your judge will make the final determination if your sensor mount is allowed. If you have any questions about it, ask him/her to look at it and make a ruling. If the face of your sensor mount is clear, your probably ok.



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Demo SPL

Demo SPL - These SPL tests are 30 second average test. In these classes the competitor must play music that doesn't peak above 53Hz and place the sensor anywhere in front of the OEM front seat location.

| 0-19Hz | 20-29Hz | 30-39Hz | 40-53Hz |
|--------------------------|------------------------|------------------------|------------------------|
| Hurricane | Typhoon Trunk | Cyclone Trunk | Twister Trunk |
| Hurricane No Wall | Typhoon No Wall | Cyclone No Wall | Twister No Wall |
| Hurricane Wall | Typhoon Wall | Cyclone Wall | Twister Wall |

Hot Seat

This is a 30 second musical average class. Music must be played for this SPL test. This SPL test must peak between 0 and 53Hz. A spectator must hold the SPL sensor at their chest while sitting at a normal sitting position of the competitors hotseat. If an apparatus is used it must be soft. (example...teddy bear). No sensor traps.

Hot Seat Trunk

Hot Seat No Wall

Hot Seat Wall

Mayhem

This is a 60 second musical average class. Music must be played for this test. This SPL test must peak between 0 and 53Hz. The sensor is placed 1 foot outside the window. This SPL test must peak between 0-53 Hz.

Crowd Loud

This is a 30 second musical average class. Music must be played for this test. This SPL test must peak between 0-53 Hz. The sensor is placed 6 feet from the competitors vehicle. Height of the SPL sensor placement does not matter.

Crowd Loud Trunk

Crowd Loud No Wall

Crowd Loud Wall

Death Match

This is a 3 minute musical average class. Music must be played for this SPL test. This SPL test must peak between 0 and 53Hz. The sensor is placed anywhere in front of the oem front seat location. This is a head to head format. Meaning you're competing against another competitor right next to you.



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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. We designed our trunk classes for cars that have the subwoofers and enclosures in the trunk of the car. The interest here is to see how loud you can make your competition vehicle with your sound producing 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. 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.

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 - 400 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

400 - 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.

C Pillar 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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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, your judge advise you where to place the sensor. Either on the windshield 1 foot from the A pillar and 1 foot up from the dash or you will be given the freedom to put it anywhere in front of the front seat location. Console enclosures and single cab trucks sensor placement will be determined by the Bass Wars judge as well. 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. A blowthrough is to be considered a no wall and go into the appropriate class. If the blow through cutout is below the bedrail, it is considered a no wall. If the cutout or the enclosure extends above the bedrails, it will be a wall build.

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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Wall Classes

In the 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. 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

1451 inches and up of cone area and all the watts of max rated power. Maximum frequency of 53Hz peak, if peak is higher, competitor is shifted to a pro class.



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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.

Bulls Eye

In the Bullseye class, the Bass Wars official will pick an SPL that the competitor will target using the sound system in their competitive vehicle. The competitor will play music for this SPL test which is 30 seconds long and calculated using a 30 second musical average SPL. The competitor will try and hit the spl picked by the Bass Wars official without going over. This will be in a head to head format against another competitor realtime. If you go over the picked SPL, you loose. If you want to retry, you must pay \$10 to re-enter. Re-enter as many times as you like. Of the \$10 re-entries, the Bass Wars official will keep half and the winner of the class will get the other half.

Port Wars

This is a 30 peak SPL test. The sensor is placed as close to the center of the port as possible and cannot be attached to a mount that funnels the port spaller than the largest part of the port. You can attach it to a mount, just not one that funnels smaller than the largest part of the port. This class must play music or tones that peak below 53Hz. A port cannot be capped or covered during this SPL test. There can be no obstructions within 8" from the external opening of the port.

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. This class must play music or tones that peak below 53Hz.



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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 9 of classes for them. 3 clamped 5K stock (Leashed) classes, 3 unlimited classes (Unleashed) not clamped and 2 demo classes. Extreme classed vehicles must compete in one of these classes. Competitors or Judges may place the clamp onto the sound system and the Judge will verify it is placed correctly.

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.



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Pro Classes

Tornado

This is a 30 second musical average class. You must play music in this class and you must peak between 31 and 60Hz.

Tsunami

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

Crowd Control

This is a 30 second musical average class. Music must be played for this test. The sensor is placed 6 feet from the competitors vehicle. Height of the SPL sensor placement does not matter.

Bare Bones

A class for a mostly stock cabin to have unlimited power. This is a 30 second peak hold class. In this class you can have added door speakers, functional console holding speakers, amps etc...This class is not for extreme vehicles.

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 Unleashed Wall.

Extreme Death Match

This is a 3 minute musical average class. Music must be played for this SPL test. This SPL test must peak between 0 and 60Hz. The sensor is placed anywhere in front of the oem front seat location. This is a head to head format. Meaning you're competing against another competitor right next to you.



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Demo Wars

We designed our Demo Wars classes for vehicles that 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. The way to win is for your vehicle to sound better than your opponents, if both builds are equal, song choice could be the deciding factor. At Demo Wars finals the last two competing will have 3 test, whomever wins 2 of the three test shall be the winner.

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.

Demo Dominator

Demo Dominator is back. This is the loud, rip your hair out demo class. We ask 3 random people to judge this class. They score each competitor from 0-100 then report their score to the Bass Wars judge who then wrights the scores on the scoresheet. After all three judges have have scored the vehicle, the judge will input the score into the computer. Just one catch, you may not know who the judges are and that's by design. If you entered into this class, someone walks up and wants a demo, best give them one. If they don't get a demo, they could score you a zero. There are no 2nd's, this is winner take all.

Name: _____

Member # _____

Email: _____

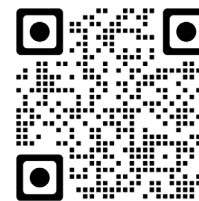
Address: _____

Phone: _____

Event: _____ Date: _____

Director : Guidebook

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Contest

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Guidebook



Amount of max-rated power: _____

Number (Subs): _____ Size: _____

Club/Team Representing: _____

No Refunds
First Format is \$30 USD
Additional Formats are \$20 USD
Annual Membership \$30 USD
Total Paid \$

I Understand that the host location, event organizer, contest promotor, nor Bass Wars are 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

Fun Classes

- Hurricane No Wall (0-19Hz, 30s avg)
- Hurricane Wall (0-19Hz, 30s avg)
- Typhoon Trunk (20-29Hz, 30s avg)
- Typhoon No Wall (20-29Hz, 30s avg)
- Typhoon Wall (20-29Hz, 30s avg)
- Cyclone Trunk (30-39Hz, 30s avg)
- Cyclone No Wall (30-39Hz, 30s avg)
- Cyclone Wall (30-39Hz, 30s avg)
- Twister Trunk (40-53Hz, 30s avg)
- Twister No Wall (40-53Hz, 30s avg)
- Twister Wall (40-53Hz, 30s Avg)
- Hot Seat Trunk (0-53Hz, 30s avg)
- Hot Seat No Wall (0-53Hz, 30s avg)
- Hot Seat Wall (0-53Hz, 30s avg)
- Mayhem (0-53Hz, 60s avg, 1ft from front side window)
- Crowd Loud Trunk (0-53Hz, 6ft, 30s avg)
- Crowd Loud No Wall (0-53Hz, 6ft, 30s avg)
- Crowd Loud Wall (0-53Hz, 6ft, 30s avg)
- Death Match (0-53Hz, 3min avg, Head to Head)

- Bandit (0-250", up to 53Hz, & 3k watts max rated)
- Assassin (251"-500", up to 53Hz, & 10k watts max)
- Ninja (501"-950", up to 53Hz, & 20k watts max rated)
- Warlord (951"-up, up to 53Hz)

Wall Classes

- Monster (0-600", up to 53Hz, & 10k max rated)
- Chaos (601-950", up to 53Hz, & 20k max rated)
- Beast (951-1450", up to 53Hz, & 40k max rated)
- Legendary (1451" & up, up to 53Hz)

Pro Classes

- Leashed Trunk (Clamped Stock 5K)
- Leashed No Wall (Clamped Stock 5K)
- Leashed Wall (Clamped Stock 5K)
- Unleashed Trunk
- Unleashed No Wall
- Unleashed Wall
- Tornado (31Hz-60Hz, 30 sec avg)
- Tsunami (0Hz-30Hz, 30 sec avg)
- Crowd Control (30 sec avg, 6ft)
- Bare Bones (Peak Hold, Unlimited)
- GOAT (up to 53Hz, extreme vehicles)
- Extreme Death Match (3 Minute avg)

- Bullseye (Head to Head)
- Port Wars (up to 53Hz)
- Old School (Dirty Diana, Hard Habit to Break, Flashdance)
- Baby Boomer SPL (30 sec avg)
- Iron Horse (Motorcycles, Golf Carts, ATV's etc)

Demo Wars

- Welfare (stock speakers & Subs)
- Mailroom (12 speakers max)
- Blue Collar (30 Speakers max)
- White Collar (60 Speakers max)
- CEO (Unlimited Speakers)
- Kids
- Motorcycles

Judged Classes

- | | | |
|--------------------------------------|--------|--|
| <input type="radio"/> Lit | Points | |
| <input type="radio"/> Demo Dominator | Points | |
| <input type="radio"/> Showtime | Points | |



| Size | Area (RND) | Area (SQ) |
|------|------------|-----------|
| 6" | 28 | 36 |
| 8" | 50 | 64 |
| 10" | 78 | 100 |
| 12" | 113 | 144 |
| 13" | 133 | 169 |
| 15" | 176 | 225 |
| 16" | 201 | 256 |
| 18" | 254 | 324 |
| 21" | 346 | 441 |
| 24" | 452 | 556 |

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 max rated)
- Kingpin (501"- up, up to 53Hz, unlimited watts)

C Pillar Class

- Warlock

Notes: _____



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Showtime

Showtime is where you get to show off your ride to the show attendees, competitors, specators, and our judges. There are a number of specific classes, and our judging is done to an international standard in accordance with a very detailed judging specification. We appreciate the time, money and effort that goes into these builds, and we will provide a platform for you to showcase your ride and reward you for build quality.

BEST OF GERMANY

This class is for all German vehicles. Whether it is a bike, truck, or car, if it's German, then this is where it belongs.

BEST OF JAPAN

Designed with the Japanese pocket rockets in mind, all Japanese vehicles from mild to wild go head to head in this class.

BEST NEW SCHOOL

For all the latest production vehicles that have rolled off the production floor in recent months. Show us your fancy rides with their state of the art factory standard technology.

BEST OLD SCHOOL

Any vehicle, whether in stock form or modified, will compete amongst the best in this class. Vehicles that are from the 1980s to the 2000s fit in here perfectly.

BEST CLASSIC

This is for the dedicated car enthusiasts that love their classic cars. We are looking for vehicles that have become an icon over time and are a minimum of 40 years old.

BEST STATIC

This is for the stance enthusiasts that like their rides low to the ground. Cars with static suspension components are the order of the day in this class.

BEST PAINT

Designed around the paint enthusiasts with out of this world paint colours and paint condition. Show us impeccable paint quality and application.

BEST WHEEL

Let's see those rims. We are looking for a unique, different, and perfect fit to the theme of your ride.

BEST INTERIOR

This is for vehicles with modified interiors and/or vehicles that have their original/stock interior in perfect condition. Themed interiors find their home in this class.



BASS WARS 2026 GUIDEBOOK



Showtime

BEST MOD.

This is for the engine guys with the best engine modification. Show us those engine mods with superchargers, turbos, and themed engines bays.

BEST LIGHTING

Let's see those individualized headlights, tail lights, interior lights, audio system lights - basically any vehicle lighting that makes your ride stand out from the rest.

BEST AIR

Air ride systems are the order for the day here. Let's see those fancy pneumatic systems. Let's see how low you can go.

BEST OEM.

This for the guys that have managed to keep the modifying bug at bay and keep their cars in original condition. The closer to factory specification it is, the better.

BEST BOOT INSTALL

Show us those audio installs. Amplifier racks, lithium setups, and speaker arrangements in your boot/trunk.

BEST THEME

Whether your vehicle is themed around your favourite movie, favourite actor, or just a flowing colour set, we want you to show it off the best way you know how.

BEST FEMALE RIDE.

Designed for the lady enthusiasts. Show us your ladies' touch on your engineering masterpieces.

BEST AIR BOOT INSTALL.

Show off your fancy air ride boot setup. Whether it's shiny and unusual themes, individualized piping setups, or out of this world designs, this is where we want to see them.

BEST OF SHOW.

The best vehicle of the event belongs here. Does your car have a bit of everything from the other classes and all comes together in the best package? Then you might just walk away with this prestigious accolade.



BASS WARS 2026 GUIDEBOOK



Showtime

Exterior Quality (0-15)

What is the quality of the bodywork and paint? If the bodywork has been altered, has it been done well? Is the finish just shiny or deep and lustrous? Is the paint smooth or orange peeled? Any overspray, runs, ripples, etc.? Dents? Chips? Are bodykit seams smooth and straight? All panels aligned? Any doors sagging? Bumpers on straight? Glass squeaky clean? All cars should have a perfect cleaning and waxing.

Interior Quality (0-15)

Is everything in good condition or truly excellent? Are the seats perfect and clean or ripped and dirty? Is the Headliner intact and tight or drooping and baggy? Are the carpets clean and new looking or dirty and worn? Have modifications, such as gauges or aftermarket seats, been hacked in, or are they professional looking? Are the sun visors in good shape? Door panels? Every piece of the interior should be perfectly clean and prepared; there should be no dirt under the floor mats or junk under the seats. Look at the trunk or hatch. It should be prepared to the same perfect state as the interior.

Mechanical Quality (0-15)

Does everything look neat and well put together? Is the quality of the workmanship good or great? Are there special features that deserve points? Are the systems securely mounted? Do the systems work together harmoniously, i.e. do they appear to flow into one another or are they just shoved somewhere? Is the exhaust system solid, or about to fall off? Are there any fluid leaks? Is the engine compartment perfectly clean and detailed?

Suspension Quality (0-15)

Are tires/wheels/shocks in good condition? Do they look perfect? What is the extent of modifications to the suspension, and are they well done? Front and rear stress bars? Camber plates? Special springs and shocks? Coilovers? Special bushings? Anti-roll (sway) bars? Are the brake callipers/rotors/drums in great shape? If there was a brake modification, was it well done? Are the wheels and tires appropriate to the suspension? Are the wheels coated in brake dust? Is the finish of the wheels perfect or are the wheels scuffed? Do the tires shine or are they scuffed and dirty?

Cleanliness (0-15)

This is self-explanatory. Every part of the car from front to back and top to bottom should be clean. Things that should be shiny should shine. Things that should be polished should be polished. This includes the trunk or hatch; the glove box, the grille, the doorsills, and under the floor mats. No fabric or leather should show stains of any kind.

Overall Concept & Integration (0-15)

This is a subjective category that needs some thought. The point here is the total quality of the car in all of the categories above, and how well everything hangs together. A million-dollar paint job with a poor interior does not score high. Full engine work, but no suspension work should not score highly. Where all of the modifications are done correctly and equally balanced.

Display (0-15)

Does the vehicle have a display documenting the car, showing special systems, recording the work in progress, dressing up the display area, etc. Displays can be entertaining, informative, or both. No display, no points.

Name: _____ Event Name: _____ Date: _____

Contact Number: _____

Team Representing: _____

Vehicle Make & Model: _____

Reg Model: _____



I Understand that the host location, event organizer, contest promotor, nor Bass Wars are 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: _____

Vehicle Portfolio (Describe your vehicle and personal efforts put into it in a few words)

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|---------------------------------------|-------------------------------------|---|
| <input type="radio"/> BEST OF GERMAN | <input type="radio"/> BEST PAINT | <input type="radio"/> BEST OEM |
| <input type="radio"/> BEST OF JAPAN | <input type="radio"/> BEST WHEEL | <input type="radio"/> BEST BOOT INSTALL |
| <input type="radio"/> BEST NEW SCHOOL | <input type="radio"/> BEST INTERIOR | <input type="radio"/> BEST THEME |
| <input type="radio"/> BEST OLD SCHOOL | <input type="radio"/> BEST MOD | <input type="radio"/> BEST FEMALE RIDE |
| <input type="radio"/> BEST CLASSIC | <input type="radio"/> BEST LIGHTING | <input type="radio"/> BEST OF SHOW |
| <input type="radio"/> BEST STATIC | <input type="radio"/> BEST AIR | <input type="radio"/> BEST AIR BOOT INSTALL |

| | | | |
|--------------------|------|---------------------------------|-------|
| Exterior Quality | 1-15 | Cleanliness | 1-15 |
| | | | |
| Interior Quality | 1-15 | Overall Concept and Integration | 1-15 |
| | | | |
| Mechanical Quality | 1-15 | Display | 1-15 |
| | | | |
| Suspension Quality | 1-15 | Total Points | 1-105 |
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