



Sound Quality Score Sheet

Scoring Tonality

1 to 2 Points	Frequencies are not proportional to each other Extremely harsh or dull Musical quality is little to none Little or No Tonal Accuracy Extreme resonance or reflection Distortion is common at low levels (80-90dB)
3 to 4 Points	Frequencies are not proportional to each other Very Harsh or Dull Musical quality is lacking Very poor tonal accuracy Resonance prominent Distortion is common at moderate levels (85-95dB)
5 to 6 Points	Frequencies are not proportional to each other Slightly Harsh or Dull Musical quality is moderate Average tonal accuracy Resonance may occur Distortion can occur at peaks of 90-105dB
7 to 8 Points	Frequencies are closely proportional to each other Very small amount of harshness or dullness Musical quality is good Tonal accuracy is good Very little resonance Will not distort at peaks of 105+ dB
9 to 10 Points	Frequencies are accurately proportional to each other No harshness or dullness Musical quality is realistic Tonal accuracy is perfect No resonance Will not distort up to 110+ dB

Scoring Dynamics/Impact

1 - 2 Points	Attack is weak Decay is innacurate Distortion may occur at low to moderate levels (80-95dB)
3 Points	Attack and decay is average Distortion may occur at peaks (95-105dB) Transience from low to high levels is moderate
4 - 5 Points	Attack and decay are accurate Decay is accurate Little to no distortion at peaks of 105+ dB Transience from low to high levels is very accurate

Scoring Linearity

1 - 2 Points	Frequencies are not proportional to each other
3 Points	Frequencies are mostly proportional to each other
4 - 5 Points	Frequencies are very proportional to each other

Scoring Ambience

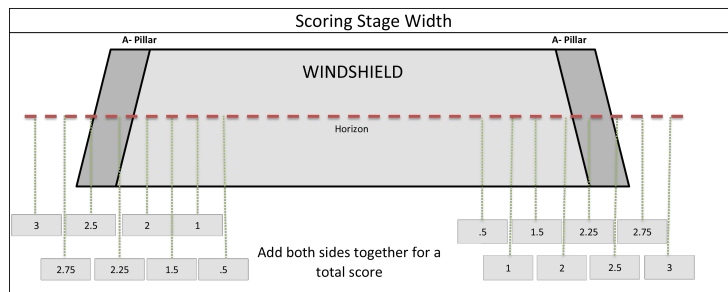
1 - 2 Points	Reproduction of room size and space is innacurate and/or ambience is either completely lacking or overly exaggerated
3 Points	Room size and space is moderately defined
4 - 5 Points	Room size and space is very well defined and reproduced

Scoring Realism/Believability

1 - 2 Points	Reproduction is not really believable
3 Points	Reproduction is somewhat believable
4 - 5 Points	Reproduction is amazing and believable

Scoring Stage Width

1 to 2	The stage is inside the boundaries of the vehicle by a large margin
3 to 4	The stage is at or just inside the boundaries of the vehicle
5 to 6	The stage gives you the illusion it is outside the boundaries of the vehicle



Scoring Stage Depth

1 to 2	Sound is one dimensional and not layered. All instruments and singers sound like they are at the same depth
3 to 4	Sound has some layers and depth cues are somewhat defined
5 to 6	Sound has obvious layers with instrument and singers are very well defined in their depth locations

Scoring Stage Height

1 to 2	All of the sound stage is well below horizon level
3 to 4	All or some of the sound stage is getting close to horizon level
5 to 6	All of the sound stage is at horizon level

Scoring Center Stage Placement

1 - 2 Points	Center is undefined and difficult to determine its size
3 Points	Center is somewhat defined and located
4 - 5 Points	Center is well defined , focused, and located

Scoring Left/Right/LC/RC Stage Placement

1 Point	Instruments/vocals are not in correct location Either instruments/vocals that should be there are not or instruments/vocals that should not be there are
2 Points	Instrument/vocals are somewhat in the correct location. Not well focused/defined
3 Points	Placement is accurate Very well focused/defined

Tonality Ranges

Low Frequencies (<20Hz – 60Hz)

Lower Midrange Frequencies (60Hz – 250Hz)

Midrange Frequencies (250Hz – 4kHz)

High Frequencies (4kHz -> 20kHz)