

## G. Ambience

(Maximum points awarded: 5)

Competition disc examples: Tracks 3, 11

**1. Ambience is part of the listening environment that is not a direct result of the musical source. The music should appear to originate in front of the listener, yet there should be a sense of space around the listener. The room size, treatment, and room noise all combine as part of the illusion of being in the audience or in the same room where and how the music was originally recorded. The ideal perception will have full detail with no distortion or confusion.**

	<b>Realism of Ambience Points Scoring</b>
1	Reproduction of room size is inaccurate and/or ambience is either completely lacking, or overtly manipulated.
2	Room size is somewhat defined but inaccurately reproduced.
3	Room size is defined but inaccurately reproduced.
4	Room size is very defined but somewhat inaccurately reproduced.
5	Room size is extremely defined and reproduced in an extremely accurate manner.

## Staging Realism

### A. Front Stage

(Maximum points awarded: 10)

Competition disc examples: Tracks 3, 9, 13, 19

**1. This encompasses the defined presence of front stage. Ideally, no distractions will be noticeable from behind the listener; stage placement will be accurate.**

	<b>Realism of Front Stage Points Scoring</b>
1 - 2	Stage is completely neutral or dramatically set to the rear of the listener.
3 - 4	Stage is neutral, but biased and biased to the rear of the listener.
5 - 6	Stage is in front of the listener, or confused, and placed in a very inaccurate manner.
7 - 8	Stage is in front of the listener, but somewhat inaccurately placed.
9 - 10	Stage is accurately placed in front of the listener.

### B. Stage Width

(Maximum points awarded: 6)

Competition disc examples: Tracks 3, 9

**1. The realism of depth will be judged in relation to the spatial area of the vehicle. Ideally, it will reach beyond the limits of the vehicle, from a-pillar to a-pillar or beyond, and not be hindered by the vehicle area in relation to the a-pillars or side glass.**