

## 2. Stage Depth

(Maximum points awarded: 6)

Competition disc examples: Tracks 3, 5, 13

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, beyond the glass or apparent constraints of the vehicle, and not be hindered by the vehicle area in front of the listener.

	<b>Realism of Stage Width &amp; Stage Depth Points Scoring</b>
<b>1 – 2</b>	Is well within the a-pillars, side or front glass, and other boundaries of the vehicle, and is unstable
<b>3 – 4</b>	Is within, and/or meeting the a-pillars, side or front glass, and other boundaries of the vehicle, and is somewhat unstable
<b>5 – 6</b>	Is outside the a-pillars, side or front glass, and other boundaries, and is stable

## 3. Stage Height

(Maximum points awarded: 6)

Competition disc examples: Tracks 3, 23

1. The realism of height will be judged based on the spatial vehicle area. Stage height should be correct in relation to the horizon, placed between the top of the dashboard and rear view mirror, and not too high or too low.

	<b>Realism of Stage Height Points Scoring</b>
<b>1 point:</b>	Is well below dash top level, unstable, and undefined to the far limits of the stage.
<b>2 points:</b>	Is well below dash top level, somewhat stable, and defined to the far limits of the stage.
<b>3 points:</b>	Is above or below horizon level, unstable, and undefined to the far limits of the stage.
<b>4 points:</b>	Is above or below horizon level, somewhat stable, and defined to the far limits of the stage.
<b>5 points:</b>	Is close to horizon level, stable, and defined to the far limits of the stage.
<b>6 points</b>	Is at horizon level, extremely stable, and defined to the far limits of the stage.