

Apogaea Sound Policy 2014

The sound policy for Apogaea is intended to create a balance between the town of Bailey, CO, Apogaea, and the patrons inside the festival. With the knowledge that some patrons would like to sleep at night and others want to listen and dance all night it is up to the community to create a sound policy together so we can achieve a harmonious event.

This year we are making sound zones around the Town of Apogaea. These classifications of Sound Camps will directly correlate with the placement of the Sound Camps inside the Town of Apogaea.

Sound Classification:

If you are unclear about the power ratings of your sound system and what classification they fall under please contact Sound Placement Liaison or write an e-mail to mith@apogaea.com we would be happy to answer any questions you might have.

Megaphones and Mutant Vehicles:

Will follow decibel limits inside all the different Sound Zones and Quiet Hours from 4am to 10am. These “Zones” will be clearly marked along the path. You will only get one warning. Repeated disrespect of other participants through excessive sound levels or failure to observe quiet hours or requests of the sound liaisons can result in expulsion of you or your Mutant Vehicle from the event or in the confiscation of your megaphone (which will be returned to you at the end of the event or when you leave the property).

Generators:

When powering your camp please be considerate of your neighbors and follow Apogaea’s policy on generators. If your generator is making noise past the decibel limit in your area you will be required to re-enforce your baffle, move or shut off your generator all together. So please plan accordingly!

Small Sound:

These camps can’t be heard outside of their camps. The system would consist of a few small powered speakers. No subwoofers or DJ monitors are in this category. If the sound can be heard outside your camp there will be a need to regulate it. This category includes art projects for placement purposes.

Medium Sound:

Any sound camp consisting of **One or Two** DJ monitors rated at 300watts program or less. Usually intended for background music, and there is no intention to have a DJ party. These camps will have a shut off time during Quiet hours between 4am and 10am.

Large Sound:

Any sound camp consisting of **Two** DJ monitors rated at 700watts program or less, with **Two** tops(Loudspeakers) with **One or Two** single driver subs under 8,000watts program combined. This camps intent is to have DJ’s and Day parties. These camps will have a shut off during Quiet hours between 4am

and 10am. Except on Friday and Saturday night where they will be allowed to play at a reduced volume during Quiet Hours.

Extra Large Sound:

These camps have the full intention to run 24 hours. They can have up to **Four** tops(Loudspeakers), up to **Eight** subwoofers with a combined power rating not more than 20,000watts program with a pair of DJ monitors rated at 800watts program or less. Special provisions can be made to camps using a Quadraphonic layout of their speakers. In this case they will be allowed to use Eight tops(Loudspeakers). These camps have special privilege to run 24hrs. Wednesday and Thursday during Quiet Hours their main systems will be shut off from 4am-10am they will be able to leave their DJ monitors running. Friday and Saturday night they will be allowed to leave their main systems on at a reduced volume during Quiet Hours.

Arena Class Sound Systems:

This is reserved for any sized system over Four tops and Eight subwoofers. Special consideration will have to be made for anyone intending to bring a sound system this size. Our event is constricted in land space so very special consideration will be necessary about where they are placed, how loud they can be turned up and how long they can operate. Accommodations can only be made for one Arena Class Sound System at the current location that Apogaea resides.

**These wattage ratings and speaker cabinet limits are being used as a guideline for placement to achieve decibel limits across the Town of Apogaea. Special considerations may be made for different kinds of sound systems in different areas. Again if you have any questions about your sound system and where it can be placed please contact mith@apogaea.com*

Upon Arival:

When you have been greeted and have your tickets and vehicle checked you will go to the top of the mountain where you will be stopped at the parking/placement tent. If you are the person bringing the sound you will need to have to notify the placement person on duty that you are bringing in the system.

Sunday:

On Sunday all sound systems and speakers will be shut off no later than noon. Only acoustical instruments will be allowed after noon on Sunday. Sunday afternoon everyone should be packing up their camps and projects, getting ready to leave or leaving the event.

Emergencies:

Medium, Large, Extra Large and Arena Class sound camps are a central part of Apogaea's Emergency Broadcast System. In the event of an emergency or evacuation, we will need you to help us notify participants that an emergency has arisen and broadcast the instructions of the BAMF emergency team.

For this reason, Medium, Large, Extra Large and Arena Class sound camps must bring a working microphone to make emergency announcements.

Sound levels and Enforcement:

The purpose of setting maximum sound levels is to ensure that your neighbors inside the event are happy and that the neighbors outside the event are happy so your sound camp can continue having sound for the next year.

We are creating sound “zones” this year to achieve certain decibel levels in certain areas. These points will have signs that tell you what sound area you are in, and will have a testing area marked by a pole to obtain a certain decibel limit that each sound area can reach. There will be a sound test from Noon to 3pm on Wednesday you will be required to have your sound system set up by this time so that we can set your system’s maximum output levels for quiet and non-quiet hours. We will check those readings again after midnight again to make adjustments as needed.

The Onsite Sound Liaison will determine what your sound system’s maximum output can be. If you go above what we determine is a reasonable decibel level you will only get one warning. Repeated disrespect of other participants through excessive sound levels or failure to observe quiet hours or requests of the sound liaisons can result in expulsion of the sound system from the event. It can also result in denial of placement in future years.

It is the responsibility of the camp leader to keep his/her DJ's acting in a way that is consistent with the objectives of Apogaea sound policy.

Rogue Sound and Last Minute Sound Camps :

Due to the expanded population capacity and limited space available the event cannot accept any rogue or last minute sound camps. If you have not pre registered for sound or a sound camp you will not have sound at Apogaea.
