

Welcome to E² Audio's FCBC Divisions

"The Organization For Competitors By Competitors"



If your system is only a burp box and not a true street beater, then it won't be able to handle E² Audio's FCBC Divisions. E² Audio's FCBC Divisions are a true test of durability, integrity, and just plain out fun to compete in and even more fun to watch.

First time competitors in FCBC will receive a Free 1-year FCBC membership with their paid entry fee. This membership will be good for 1 year from the day you enter your first FCBC show. That's E² Audio's way of letting you have a year to see if FCBC is right for you, and get your system ready for FCBC Divisions. This offer is only good for first time FCBC competitors.

Level 1 Membership:

Members receiving their free one-year membership as first time competitors and have competed at one or two shows during a season. Level 1 members have no access to the Members Only Forums Group and are not eligible to attend/compete during Members only events. Once a Level 1 new member has competed during three shows in one season, they will be added to the Members Only Forum Group, and then they become eligible to attend/compete at members only events. An inactive member renewing a Membership must compete during two events during a season to be added into the Members Only Forum Group to become eligible to attend/compete at members only events.

Level 2 Membership:

Active Members who compete and/or show support on a regular basis throughout the season in person at events and in the Members Only Forum Group. Level 2 memberships have access to the Members Only Forums Group and are eligible to compete and attend members only events. Level 2 members who become inactive by not competing, spectating, or showing support and/or are not active in the Members Only Forums Group will be bumped to Level 1 until active once again.

Level 3 Membership:

Moderators, Admins, Bass of Fame Inductees, Lifetime Membership awardees. Level 3 members have full access to the Members Only Forums Group and are eligible to compete and attend members only events.

All awards will be provided by E² Audio LLC, Awards and More for every FCBC Event.

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How everything works in FCBC:

The only thing you need to know to figure out what class you're in is the number of subs you have, what size they are and if you have a mod or standard setup. That's right cone area of the subs is what's used to put you in your Division, provided you fit in with the other guidelines. Six- and half-inch subs are the smallest subs that will be counted in any division. If you have subs smaller than 6.5" then the only division we have for you is the open division.

Records will be tracked by state and division. To set a record you must compete in 3 sanctioned events and have the loudest 3 round average in your division. Support Team Membership is \$10 for 1 year and that is for non-members to run a team member's vehicle, this does not give you FCBC Members Forum access.

Break Down of Each Division

33.18~201.06	*Max 4-8"R	200SD /	/ 200OS	/200XTD
201~288	Max 2-12 ² s	288SD / 288MD	/ 288OS	/288XTD
289~452.39	*Max 4-12"R	450SD / 450MD	/ 450OS	/U XTD
452.40~900	Max 4-15 ² s	/ 900MD/	900OS	
901~UP	Wide Open	900SD+ / UMD	/ U OS	/Open / X-Kidz 0-9, 10-14
Music Realism	1~6, 7~10 and 11~up			

- Standard Divisions = All vehicles without a wall that fall under our general guidelines.
- Mod Division = All vehicles with a wall or modifications done to increase sound pressure level that fall under our general guidelines.
- X-tremist Trunk Division=All vehicles with the system in the trunk of the car that fall under the general guidelines.
- Open Divisions = All for one vehicle with x-treme modifications made to the vehicle, Plexiglas, floor, roof and door x-treme build outs and cars without panels and other x-treme modifications like exterior batteries. This division is also for manufacture vehicles, and any competitor in Standard, Mod or X-tremist Trunk that wants to try it at the same show they are running their regular division.
- **Music Realism=Sound Quality testing to see who has the best sounding system using the RTA.**

FCBC CASH PURSES:

- \$5 dollars from each entry from every FCBC sanctioned show will go in a purse for that Division, to be awarded to the top 3 at E² Audio's FCBC's Championship Finals.
- Some big money could be won depending on number of entries, shows, sponsors and donations.
- Donations will be accepted if anyone wants to put money in a divisions purse.
- There will be 14 divisions that will have prize money for the top 3 at FCBC's Championship Finals a total of 42 payouts.
- The more people entered in each division the more money to win if you're the top 3 in each division at the end of the season.

Finals date will be posted on www.e2audioawards.com once it's determined. At the end of final's, the winner of each Division will be E² Audio's FCBC Champion.

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Ranking Shows:

- There will only be a select few shows offering the 3 rounds back to back and those will be posted on the event flyer and event schedule.
- The rest of the events will be done like we did in the 2018 season with shows running one round for 115 seconds only for one pass.
- The sensor placements start with the first show being Floor, next show Window, next show Seat, next show Draw and restarts over in the same order. This will help us offer HTS and Port at more shows for the 30 sec average.
- If you don't place in the top five after first runs, you will have a chance to buy back your round for \$5 to see if you can score higher.
- The round will be a 115 second average and the sensor placement will be either floor, window or seat and that will be determined before the show.
- During the 3 round runs the SPL Average will be calculated with your SPL score from each round added and then divided by the number of rounds ran.
- Round 1 is measured using the Floor location and is a 15 second average.
- Round 2 is measured using the Window location and is a 30 second average.
- Round 3 is measured using the Seat location and is a 45 second average.
- Once the judges place the sensors in location for each round, they will give the computer operator a thumb's up and a 1-minute timer will start.
- After 1 minute the round will start and so will the meter so you better be ready to go.
- If your system fails during your run, the timer will continue until time is up.
- If the sensors happen to fall or move during your run, we consider that just like a broken hand or arm, busted lip or swollen eye in FCBC so you better be careful if your system can move the sensor.
- The more shows you hit the higher up on the ranking list you go.
- Ranking is done by points and then SPL score.
- *** Members with 3 or more shows and last years Champions that hit a 1 round show will have a change to do 3 rounds that day after the ranking show runs are done for \$20 but no awards. (Judge's discretion)**

Example:

Competitor	1/1/2010			2/1/2010			3/1/2010			4/1/2010			5/1/2010			6/1/2010		
	Score	Points	Rank	Score	Points	Rank	Score	Points	Rank	Score	Points	Rank	Score	Points	Rank	Score	Points	Rank
Competitor A	145.23	10	1				139.34	6	3							141.34	8	2
Competitor B	145.11	8	2	144.24	10	1	133.45	2	5				144.4	10	1			
Competitor C	144.45	6	3	143.33	8	2	146	10	1							146.57	10	1
Competitor D	142.43	4	4	134.54	6	3	134.45	4	4	134.23	8	2	135.12	6	3	133.22	6	3
Competitor E	125.34	2	5	134.24	4	4	140.2	8	2	140.22	10	1	140.22	8	2			

Competitor	SPL Score	Points	Ranking
Competitor C	146.57	34	1
Competitor D	142.43	34	2
Competitor E	140.22	32	3
Competitor B	145.11	30	4
Competitor A	145.23	24	5

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FCBC's Championship Finals Elimination:

- Sandbagging will result in disqualification (**Judges discretion**) PLAY ALL DAY OR NOT AT ALL.
- Competitors must register before the show starts or they forfeit their chance at finals.
- FCBC competitors must compete at 3 sanctioned events for and invite to FCBC's Championship Finals.
- Division Champions from previous season must hit 1 show in the division they were champion in to qualify for Finals. That one show needs to be a 3-round average show and not just the regular 1 round show...and their score has to be (close) to their loudest 3 round average from last year in that division (* Judges discretion) or they will need 3 shows to qualify for finals.
- Each division will have its own elimination rounds. SPL Average will be calculated with your SPL score from each round added and then divided by the number of rounds.
- Elimination order for each division will come from point's starting with competitors who have the less amount of points.
- *Current points leader and the previous year's division champion can choose to go during the first rounds of elimination instead of waiting to go last.
- Once FCBC's Championship Finals Elimination rounds start they will continue until there is only two competitors left in each division.
- Each Championship Finals Elimination run will have 5 rounds back to back with 15 seconds added to each round for a total of 3 minutes and 45 seconds.
- Round 1 is a 15 second average.
- Round 2 is a 30 second average.
- Round 3 is a 45 second average.
- Round 4 is a 60 second average.
- Round 5 is a 75 second average.
- All 5 FCBC sensor placements will be used at FCBC's Championship Finals.
- Floor, Window, Seat, Outside and X-treme Port the order will be determined by drawing them the day of the show.
- Once the order is drawn that will be used in all divisions during the show.
- Order to start the show will go by what works best for the time allowed.
- Once a competitor's name is called for their run, they have 3 minutes to get ready to run.
- Once the judges place the sensors in location for each round, they will give the meter operator a thumb's up and a 1-minute timer will start.
- After 1 minute the round will start and so will the meter so you better be ready to go.
- When X-treme Port is drawn the break, time goes to 2 minutes if a competitor needs to make any port modifications.
- If your system fails during your run the timer will continue and run until time is up and same goes if the sensor moves or falls.
- Lane choice will be determined by the loudest competitor.
- The competitor in each division #1 by the end of FCBC's Championship Finals is the Champion of that division.
- E² Audio reserves the right to change and or modify any of these guidelines at any time without prior notice.

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FCBC Standard, X-Trunk and Mod Divisions General Guidelines

Competitor and Vehicle Requirements

- Competitors must show judges and all others proper respect always.
- Judges decisions are final.
- No profanity, drugs, alcohol or weapons are allowed at any FCBC event.
- Vehicle must be registered, licensed, insured and street legal.
- Vehicle/system must be operated by one person either the owner, support/team member or parent.
- Vehicle hood must be latched during the rounds.
- Vehicle seat belts must be present and useable *except in Mod and Open divisions.
- Vehicle must be in parked position while in judging lanes.
- Competitors can remove the headrest sometimes this helps your score.
- Competitor can sit in the vehicle if hearing protection is worn always and competitor is visible in vehicle and signs a waiver.
- If the competitor removes the hearing protection during their run while in the vehicle, then that run will be DQ'ed. A retry will be offered, for an extra \$5.
- Podiums are allowed in all divisions.
- SPL source must come from a 12v system no tone generators or 120v sources.
- Voices must be (* playing during your run.)
- All equipment must stay within the skin of the vehicle other than open division and podiums.
- Dashboards can be modified to house monitors, head units, and so on but must not be modified to increase SPL.
- RPMs can be shimmed to 2000, or judge's discretion. If your car doesn't have an RPM gauge and you plan to shim your car at FCBC finals, then you must install an RPM gauge by then.
- Gas paddle can be shimmed to 2000 RPMs, if there is nothing under the hood to work with.
- Bracing teams are allowed if no other guideline is violated.
- Regular Cab trucks boxes or any other system parts in the cab cannot extend past the B-pillar no more than the seats will allow in the forward position and must remain below the rear window line.
- Factory seat location cannot be modified in any division.
- SUV's and family vans can be in Standard Division if their system stays in the cargo area doesn't go past their back seats headrest in any way. All amps, batteries, subs, boxes, etc. must be in the cargo area and not above the back-seat's headrest.
- Two seat vehicles like CRX's, EXPs and others can be in Standard Division if all equipment (amps, batteries, caps, enclosures ext.) is within the 36" guideline.
- Competitors cannot change or modify their system after being verified without telling a judge.
- Competitors can only compete in one division at a show other than Open and Outside Division.
- No commercial vehicles allowed in any Division except open class.
- **Two competitors or couple with the same address (proof of address may be required)** can use the same vehicle at the same show but must run different divisions.
- At FCBC's Championship Finals couples must use different vehicle.
- If a tie happens, either competitor will pick one of the 5 mic placements for the tie breaker. The tied scores will stand and the tie breaker score will just determine the placement. If the competitors tie again, one of the other 4 mic placements will get picked but the competitors must run this round with the vehicle off.

Vehicle Power Requirements

- 12V Batteries can be used in Standard and X-tremist Trunk Division and 14V or 16V Batteries can be used in Mod and Open Division.
- Batteries can be stored in the bed of pickup trucks if they are mounted safe and within the vehicle skin.
- **Mod/Open** Division can have external equipment.

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FCBC Standard Division-Was created for competitors with no modifications to their vehicle other than being loud with a standard set up. It's a true test of durability and integrity.

Divisions

*200SD ---33.18~201.06 Max

288SD ---- 201~288

*450SD ---289~452.39 Max

900SD+ ---452.40~UP

Special Competitor and Vehicle requirements in Standard Division

- Spray foam, resins, duct tape, or similar material can only be used in the cargo area.
- *Tape may be used on your sunroof and windows on interior or exterior, not both.
- Extended Cab, Crew Cab, Regular Cab and Quad Cab trucks can be used in standard division if the system doesn't go above the back window.
- Jump seats can be removed in trucks.
- *If a Crew Cab or Quad Cab truck removes the bench seat, then that truck will be placed in Mod Division.
- Extended Cab and 3 door trucks can remove the Bench seats/full back seat and still be in standard division if the system stays below the back window.
- Automotive seats cannot be replaced with aftermarket seats in standard division.
- Vehicle seat belts must be present and useable in standard division.
- Car seat backs can be removed at the event during your rounds.
- Seats must latch in Standard Division if they were supposed to latch.
- Rear decks can be used to accommodate ports, monitors and rear fill *and can be cut on to help with the install of boxes or amps.
- Door panels, Headliners, Dash, and other OEM interior must be in the vehicle or that vehicle will be moved up to Mod-Division or Open Division.
- Door panels can be built to house *two speakers up to 8" or 6X9" plus tweeters and bullet tweeters and can be covered with cloth, fiberglass or resin to make it look good.
- No modification outside the cargo area with the intent to increase your SPL or bare metal in standard division.
- You can use as much deadening in **the vehicle** as you want to increase you SPL score if no other guidelines are violated.
- SUVs and Vans can remove the 3rd row seat if the vehicle came with one and still be in standard division.
- 2 seat cars have 36" from the back of the latch lock and under the rear side window line. All equipment (amps, batteries, surrounds, and ext.) must be within this area to be in standard division.
- In 900SD+ only, can 2 seat cars like CRX's, EXP's and others have their equipment (amps, boxes, batteries, and ext.) all the way to the b-pillar under the rear side window line.
- **In *450SD/900SD+ only can an Avalanche be used in this standard division.**
- Cargo Vans and other commercial vehicles are not allowed in standard division.

Vehicle Power Requirements

- Unlimited 12-volt batteries are allowed.
- Max of 15 volts at sub amp. This could be checked by a judge at any time.
- **900SD+ only will be allowed to go above 15 volts but not above 18V.**
- *You can run up to two alternators in Standard and Trunk division.
- Unlimited runs of power and ground wire from front to back.

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"The Organization For Competitors By Competitors"

FCBC Mod Division-Was created for competitors with modification to their vehicle that increases their SPL levels well above 150db with vehicle maximized to produce SPL. It's a true test of durability and integrity.

Divisions

288MD ---- 33.18~288

*450MD ---289~452.39 Max

900MD ---- 452.40~900

UMD -----901~UP

Special Competitor and Vehicle requirements in Mod Division

- Door panels can be built out for front stage and headliners can be built down if it doesn't affect the operations of the vehicle with wood material and can use resin as part of install, (amps, eq's, and monitors ext.).
- Poles or board bracing can be added.
- No floor build ups in front of the b-pillar.
- Dashboards can be modified to house monitors, head units, and so on but must not be modified to increase SPL and doesn't affect the operation of the vehicle.
- Spray foam can be used to fill in door panels, roof panels and holes in front of the a-pillar.
- Duct tape can be used to cover all panels behind the a-pillar.
- Duct tape can be used to cover your air vents in front of the a-pillar.
- Vehicle seats can be replaced in Mod-Divisions and Open Division if they are DOT approved and not homemade. If you are unsure if your seat is ok, e-mail pictures and concerns to e2audio@yahoo.com
- If replacement seats are used, then they need to be able to bolt down to the vehicle using the factory holes/screws if a judge wants to verify.
- Seats can be removed in Mod-Division and Open Division unless occupied by competitor or sensor.
- If you plan to sit in the vehicle the seats must be mounted.
- Seat belts can be relocated in Mod-Division and Open Division *and don't have to be functional.
- Extended, Crew, and Quad Cab trucks can be used in Mod-Division with walls if the box and subs stay behind the b-pillar.
- Regular Cab trucks can be used in Mod-Division with walls if the box and subs stay behind the seats in the forward most position.
- Equipment can be mounted anywhere from the a-pillar back except subs and enclosures, if equipment is in the vehicles skin, safe and doesn't affect the normal operation of the vehicle.
- *Structures can be built or rebuilt to increase cargo area...like battery racks under the vehicle
- *Plexiglass can be used in mod as long as it's safe and approved.

Vehicle Power Requirements

- Unlimited batteries are allowed and can be mounted anywhere in the cargo area if it's safe and doesn't violate any other guidelines.
- Unlimited alternators are allowed, and voltage.
- Unlimited runs of power and ground wire from front to back.

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FCBC Open Division—Was created for extreme modification, Manufacture vehicles and anyone else wanting to play all day in the all for one and one for all division.

Divisions

Open ---- 33.18~Up

Special Competitor and Vehicle requirements in Open Division

- You only need to compete at 1 show in open division to qualify for finals.
- No sub boxes in front of the b-pillar where a seat or dash would be.
- Vehicles that don't fit under Standard, X-Trunk or Mod Division's.
- For Manufacture Vehicles.
- For competitors that want to run two Division's at the same show.
- Open Division is the only Division that allows any kind of music you want to use like test tones.

Vehicle Power Requirements

- Unlimited batteries are allowed.
- Unlimited alternators are allowed, and voltage.
- Unlimited runs of power and ground wire from front to back.

FCBC X-tremist Trunk Division—Was created for trunk cars that can pound their system all day long from the trunk.

Divisions

*200XTD--- 33.18~201.06 Max

288XTD ---- 201~288

U XTD ---- 289~Up

Special Competitor and Vehicle requirements in X-tremist Trunk Division

- Your vehicle must fall under FCBC's General and Standard Guidelines.
- *Tape may be used on your sunroof and windows on interior or exterior, not both.
- All equipment must be in the trunk of the car.
- Competitor must hit 3 shows in their X-tremist Trunk Division to get invited to FCBC Finals.
- Competitors can run Trunk Division and SPL Divisions at the same show if they fall under the guidelines.
- Competitors must play music during their run.
- (U XTD Only) *can have built door panels with as many speakers as they want no bigger than 8" or 6x9".
- (U XTD Only) can have equipment mounted in the back seat and back floor board, if the subs stay in the trunk. (picture on page 13)

Scoring

- Will be like normal ranking shows.

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Sensor Placement Guidelines

- Competitor may not adjust, touch, or move the sensor after it's been placed by judge.
- Competitor may not sit on the same side as sensor.
- Sensors must be seen from outside of vehicle.
- Sensor will be on approved stands at all events.
- There are 5 Sensor placements in E² Audio FCBC Divisions.
 - Floor Passenger/Driver
 - Window Passenger/Driver
 - Seat Passenger/Driver
 - Outside Passenger/Driver
 - X-treme Port Port—Photo below

Floor:

- Sensor will face forward parallel with the firewall, no side angles.
- Your score will come from an average.
- Nothing can be in the floor board with the sensor, other than floor mats.
- Only a commercially available music track can be played during your run but tones can be added. MP3, iPod, burned CD's or any other 12v music source can be used.
- During FCBC's Championship Finals commercially available music, MP3, iPod or burned CD's can be used.
- Any combination of open doors, trunks, and windows can be used to get the best score possible.

Window:

- Sensor will be stuck to the windshield 4" up and 5" over \pm 2" from Dash and a-pillar.
- Your score will come from an average.
- Nothing can be on the dashboard that will interfere with the sensor or placement.
- Only a commercially available music track can be played during your run but tones can be added. MP3, iPod, burned CD's or any other 12v music source can be used.
- During FCBC's Championship Finals commercially available music, MP3, iPod or burned CD's can be used.
- Any combination of open doors, trunks, and windows can be used to get the best score possible.

Seat:

- Sensor will face forward parallel with the windshield.
- Your score will come from an average.
- Nothing else can be in the seat with the sensor stand other than weights if needed.
- Nothing can be within 3" in front of the sensor but you can put your sun visor down if you want as this helps your score.
- Height of the seat sensor is 25" \pm 2" from the seat. The stand will be placed against the back of the seat during the round.
- Only a commercially available music track can be played during your run but tones can be added. MP3, iPod, burned CD's or any other 12v music source can be used.
- During FCBC's Championship Finals commercially available music, MP3, iPod or burned CD's can be used.
- Any combination of open doors, trunks, windows can be used to get the best score possible.

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X-tremist Port-This was created to see how loud you are in the port!

Divisions

*200 X-port ---33.18~201.06 Max

288 X-port ---- 201~288

*450 X-port ---289~452.39 Max

900 X-port ---- 452.40~900

U X-port -----901~UP

- If the sensor can't fit in your port it will be placed in front of the port to protect damaging the sensor.
- **We will no longer be placing the sensor in a 6th order port due to safety and time reasons. (Judge's discretion)**
- The sensor will not be placed in 4" ports or smaller anymore and this goes for square ports where we have to force it in. If you have a 4" port or smaller you might need to make and adaptor or something to get the best score you can.
- There must be an area in front of the port being used of 15"X15"X9.5". This size can be smaller but that's all up to you. If the stand is firm, we can start the contest.
- The dimensions on the floor stand are 16x6.75x9.5.
- During elimination shows if X-treme Port is drawn, the break in between rounds goes up for a total of 2 minutes if a competitor needs to make any port modifications.
- To get the best score possible we suggest you build a port mic stand so the stand doesn't move during your run. (picture below)
- For the port being used you must have a space clean for the stand to set on and not have anything in its way.
- There must be a 4"x4"x4" space around the front of sensor, nothing can be within this area.
- You can build your port to get the best score possible if no other guidelines are violated.
- Your score will come from an average.
- Only a commercially available music track can be played during your run but tones can be added. MP3, IPod, burned CD's or any other 12v music source can be used.
- During FCBC's Championship Finals commercially available music, MP3, IPod or burned CD's can be used.
- Any combination of open doors, trunks, and windows can be used to get the best score possible.

X-tremist KidZ-FCBC does not have an Adult Power Wheels Division! This is a KidZ Power Wheel Division!

0-9 KidZ

10-14 KidZ

- Can't have more than 200 cu in of subs in both divisions.
- Kid must operate the radio and system.
- No extreme builds for KidZ.
- Teach your KidZ to have fun with this!

***FCBC Scholarship Fund!**

- **Funds donated by anyone that goes towards a competitor needing a little help funding wise that weekend to compete.**
- **It will be limited and decided on by a committee.**
- **Left over funds at end of year will be used towards finals gifts or awards.**
- **This will start over every year.**

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HTS=Hair Trick Score-This division was created to see just how loud those hair tricks really are.

Divisions

*200OS ----33.18~201.06 Max
288OS ---- 201~288
*450OS ---289~452.39 Max
900OS ---- 452.40~900
U OS ---- 901~UP

- FCBC competitors must compete at 3 sanctioned shows in HTS for and invite to FCBC's Championship Finals.
- *For HTS sensor will be placed inside stuck to the window on passenger or driver's side after we sent the window line at 3" open...
- If the outside stand is used the sensor will face either passenger side or driver side of the competitor's vehicle 1 foot from the vehicle tire.
- Competitor cannot operate system on same side as sensor.
- Your score will come from an average.
- If the outside stand is used the competitor will have two height locations to choose from 42" and 56" ±2" from the ground.
- Only a commercially available music track can be played during your run but tones can be added. MP3, IPod, burned CD's or any other 12v music source can be used.
- During FCBC's Championship Finals commercially available music, MP3, IPod or burned CD's can be used.
- Any combination of windows, trunks and doors can be open if it's not the door where the sensor is.

MR=Music Realism - FCBC Sound Quality

Divisions

1-6 MR
7 to 10 MR
U MR

- There are 3 divisions and we only go by speaker count, 1-6, 7-10 and 11 and up.
- Vehicle and subs must be off during your rounds.
- Sensor placement will be in the center of the windshield from side to side and up and down.
- Scoring will be done by the Magnum RTA Sensor only.
- Score will come from 2 rounds with an average score combined from each round.
- Scoring RTA range is from 80hz to 20khz and top score is 100 points total.
- Round 1 will be a 30 sec average to get the best score possible using pink noise with a dB level between 90 dB and 100 dB.
- Round 2 will be a 60 sec average playing a song picked out before the show and advertised on the FCBC event, also the dB level needs to be between 90 dB and 100 dB.
- If you fail to fall between 90 dB and 100 dB at the end of your run the score doesn't count and you will get one retry on either round.
- Both tracks pink noise and song will be played by everyone using the same CD provided by FCBC.
- CD will be the only source used for Music Realism so no USB, IPOD or other methods of playing music.
- If you sit in the vehicle hearing protection is required at all times.

Get ready to change the way you look at Sound Quality!!!!

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Example of a gas stick. (Thanks Chris Evans)



U XTD Setup with amps and battery in back seat



Example of a port stand (Thanks to Mike Powell)



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Speaker Chart

Cone area=R²*π

	6.5"	8"	10"	12"	13.5"	15"	16"	18"		
1	33.18	50.27	78.54	113.10	143.14	176.71	201.06	254.47		
2	66.36	100.53	157.08	226.19	286.28	353.43	402.12	508.94		
3	99.54	150.80	235.62	339.29	429.42	530.14	603.18	763.41		
4	132.72	201.06	314.16	452.39	572.56	706.86	804.24	1017.88		
5	165.90	251.33	392.70	565.49	715.69	883.57	1005.31	1272.35		
6	199.08	301.60	471.24	678.58	858.83	1060.29	1206.37	1526.81		
7	232.26	351.86	549.78	791.68	1001.97	1237.00				
8	265.44	402.13	628.32	904.78	1145.11	1413.72				
9	298.62	452.39	706.86	1017.87	1288.25					
10	331.80	502.66	785.40	1130.97	1431.39					
11	364.98	522.92	863.93	1244.07						
20	663.60	1005.32	1570.79	1244.07						
21	696.78	1055.59	1649.33	1357.16						
22	729.96	1105.85	Round Subs							
23	763.14	1156.12								
24	796.32	1206.38								
25	829.50	1256.65								
26	862.68	1306.92								

	8"	10"	12"	15"	18"	
1	64	100	144	225	324	
2	128	200	288	450	648	
3	192	300	432	675	972	
4	256	400	576	900	1296	
5	320	500	720	1125		
6	384	600	864	1350		
7	448	700	1008	1575		
8	512	800	1152	1800		
9	576	900	1296	2025		
10	640	1000	Square Subs			
11	704	1100				
12	768	1200				
20	1280	2000				
21	1344	2100				