



**Tuner
Jam**
The Ultimate
Car Show



TUNER JAM JUDGING FORMAT

The IASCA “Tuner Jam” car, bike show competition judging is based on a points scoring system. Tuner Jam is a flexible car, bike show format that allows any coordinator, promoter, or retail shop the opportunity to custom design or tailor an event to their needs.

There are three (3) Divisions in the IASCA Tuner Jam format:

Rookie Division (Mild): The *Rookie Division* is for vehicles that have simple modifications and have an enhanced factory look. This division allows the competitor to have upgrades like wheels, tires, vinyl stickers/graphics, short wing and simple stereo upgrades.

Street Division (Semi Wild): The *Street Division* is designed for vehicles with more modifications than a Rookie vehicle, but the vehicle is still used as a “daily driver”. It provides a fair and competitive format that levels out the playing field between daily driven vehicles and those with elaborate modifications.

Ultimate Division (Wild): The *Ultimate Division* is designed for vehicles with extensive modifications in performance and appearance. The intent of the *Ultimate Division* is to provide a fair and competitive format that focuses on driven/trailer vehicles, whether they are show cars or race cars.

IASCA Tuner Jam competition Divisions and Classes can be custom tailored to fit into any size event, large or small. It is at the discretion of the event coordinator or promoter to offer any Classes and Categories they wish after the Divisions. Competitors should always verify what Classes and Categories are being offered before traveling to events.

TUNER JAM CLASSES

Classes for an IASCA Tuner Jam event are unlimited. There are 4 different levels of Tuner Jam Events, based on the number of vehicles anticipated at the show. A small competition can be held with just three (3) Divisions; Rookie, Street and Ultimate. From a small event to a medium event you can add classes (American, Asian and European). For large events the classes can be broken down into specific categories; Car, Truck (Full size), Mini Truck, SUV/Van and 2-3 wheelers (motorcycles/trikes). You can use the following chart to get a general idea of the different types of Classes that can be offered under the IASCA Tuner Jam competition format.

Classes at any IASCA sanctioned Tuner Jam event can be offered individually or combined together. The European, Asian, or American classes are determined by the vehicle manufacturer's country of origin.

Example 1: Honda - country of origin, Japan - class, Asian.

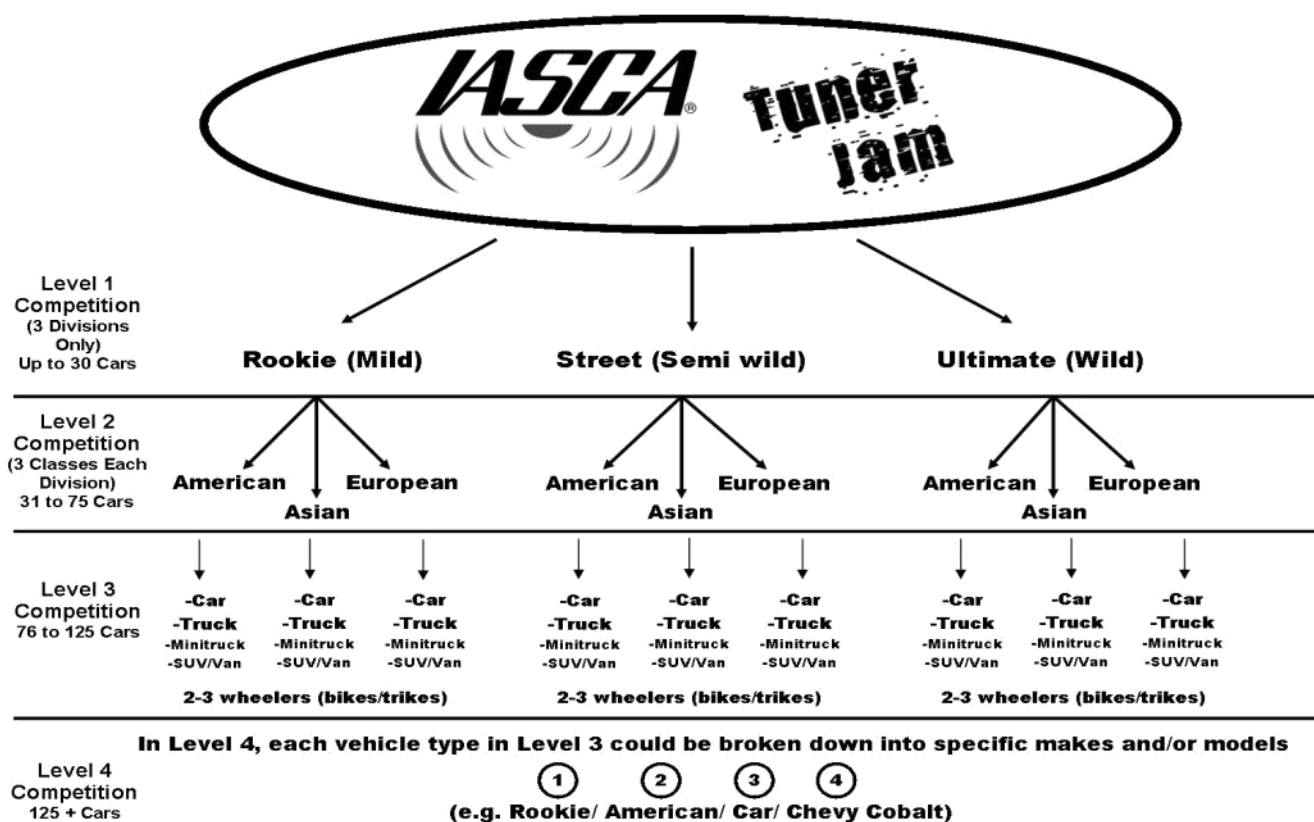
Example 2: Ford - country of origin, United States of America - class, American.

Example 3: Triumph - country of origin, Britain - class, European.

Example 4: BMW - country of origin, Germany - class, European.

Example 5: Honda / Suzuki / Yamaha, country of origin, Japan - class, Asian.

Example 6: Harley Davidson / Victory / Indian - country of origin, United States of America - class, American.



Competitor Point of Interest:

Competitors should always attend the Competitor's Meeting to find out exactly how the event rules will be judged and enforced. Weather, the amount of entries, time schedules and the amount of categories in each class will always have the possibility of changing before an event. This is something you should expect. Every competitor should understand and abide by the Competitor Guidelines & Responsibilities listed in this rulebook.

TUNER JAM DIVISION SCORING

IASCA MEMBERSHIP AND LOGO

All Divisions

0 or 5 points possible

A 5-point bonus is awarded for being a current IASCA member AND displaying an IASCA logo on the exterior of the vehicle. The logo does not have to be permanent to qualify. Memberships may be procured the day of the event but they must be purchased BEFORE entering the judging lanes. New IASCA membership credentials must be properly authorized and presented to the judge. The Head Judge reserves the right to award these points to new members on the day of the event if IASCA Membership kits which includes the logos are unavailable.

EXTERIOR LOGOS & GRAPHIC DESIGNS

All Divisions

1 to 10 points possible

1. A logo is defined as any corporate identification emblem or design. A graphic is defined as a design of any sort which may or may not include a logo incorporated in the design.
2. Logos and graphics can be either vinyl applications, or painted on the exterior of the vehicle.
3. The judges will award points within the appropriate scale for any logos and/or graphics that are applied or painted to the vehicle. The quality of the application; the style and difficulty of the design will earn maximum points. Painted graphics will be judged as to whether they are smooth and level with the paint surface and without imperfection. Vinyl graphics will be judged for application, peeling edges and/or air bubbles.

PRESENTATION & DISPLAY

PRESENTATION

All Divisions

1 to 10 points possible

1. A competitor is required to present all areas of their vehicle to the Judge. If a competitor refuses to allow a judge to examine a particular area, then points will be deducted from the overall score.
2. The competitor will have 5 (five) minutes of time (if offered as part of the judging requirement) to present and point out any special elements of the vehicle's aftermarket installation – such as hidden components, installation techniques, special efforts in creativity, operation of the system, precautions, etc. - that may affect the judging.
3. The Judge will not interrupt the competitor however, it is the competitor's responsibility to keep the presentation within the time allotted. Judges will politely inform competitors when the presentation will begin and when the time has expired.
4. The presentation may include, but shall not be limited to, photo logs, schematic drawings, or any other form of documentation.
5. Competitors may use computers that have been integrated into the vehicle for their system presentation. The competitor cannot require the Judge to wear any devices during the presentation. (i.e. headphones, goggles, helmets, hula skirts, etc.)
6. After the presentation is complete, the competitor will be directed to a designated waiting area.
7. If weather conditions are poor (rain, snow, sandstorm or dust due to field conditions, etc.) consideration will be made by the Judge accordingly.
8. The competitor will not converse with any judging official at the event or during their evaluation, *unless* requested by the Judge to answer a question to clarify a system element.
9. Each competitor should make a system presentation to the Tuner Jam Judge. To receive maximum points each competitor should present an installation log/picture book.
10. ALL rules that govern the presentation scoring included in this rulebook shall be enforced by the Head Judge. The Head Judge's decision is final.
11. The competitor must not leave the waiting area until the vehicle evaluation is complete.

Due to time constraints and the overall amount of entries for each competition, the Presentation judging portion of the event may be eliminated from the judging process. This decision is at the discretion of the coordinator or event promoter and will be announced at the competitor's meeting before each event.

DISPLAY

All Divisions

1 to 10 points possible

1. The judges will be evaluating how well the competitor has displayed their vehicle during the event and the degree of difficulty when incorporating the vehicle theme into the display. Judges will award more points to a competitor's score for originality and having an information or display board letting the spectators know what kind of modifications have been done to the vehicle.
2. The display of previous awards (trophies and plaques) surrounding the vehicle will also earn more points. The use of props such as, external lights or strobe lights, the use of neon, floor lighting and mirrors, mascots or similar items that fit within the vehicles theme will earn points. Any creative ideas or props that make the competitor's vehicle stand out from other competitors at the show can also earn points.

AUXILIARY LIGHTING

All Divisions

1 to 10 points possible

1. Vehicles will be judged on the variety of additional lighting elements including external display lighting, neon and electroluminescence, OEM and Non OEM fixtures.
2. Judges will look for consistency or variations in theme and color. Maximum points will be awarded for lighting elements that enhance the display as well as the vehicle appearance.
3. A competitor may use any form or type of lighting such as, neon, strobe, display spots, etc.

EXTERIOR PAINT & BODY

In this section the judges will consider the overall appearance of the outside of the vehicle including; paint, suspension, undercarriage, wheels, tires, brakes and body modifications.

EXTERIOR APPLICATION QUALITY

All Divisions

1 to 10 points possible

1. The judges will determine whether or not the paint (or graphics) matches and is smooth and even throughout the vehicle including the engine compartment, door jambs and other areas of the vehicle.
2. Paint should be free from scratches, buff marks, orange peel, masking marks or other imperfections that can be easily noticed. The Judge will inspect the vehicle to check for a smooth finish. Painted areas must match throughout the entire vehicle and be consistent in color.
3. Vinyl graphics applications should be smooth and free of air bubbles.
4. Vinyl graphics or "wraps" should line up and not show any visible evidence of seams or imperfections.

EXTERIOR APPEARANCE

All Divisions

1 to 10 points possible

1. The judges will inspect the tires and rims including the lug nuts to determine proper mounting. Any and all accessories should follow the general theme of the vehicle including color, style and theft protection and should be clean from dirt and grease.
2. Tires should be clean and the rubber should be shiny (but not overly oily). Judges will verify if the competitor has upgraded any brake accessories including rotors and brake pads as well as any aftermarket brake kit setup for the front and rear brakes. Any chrome or painted surfaces on the vehicle should be polished. The harder degree of difficulty will earn more points.
3. The undercarriage of the vehicle should be clean and free of dirt and oil. Any and all accessory products must be attached to the undercarriage; this will be inspected by the Judge.
4. The judges will inspect the shock absorber system to verify if it is a spring and shock or strut configuration. The judges will determine if the competitor used lowering springs or a coil-over system. Suspensions that are rare, or any added or upgraded sway bars, strut bars, and/or anti-roll bars as well as upgraded bushings will receive maximum

points. The judges will be looking for the suspension to match the theme of the car or bike.

5. The judges will examine all moving parts of the vehicle body, such as the hood, the doors, the trunk lid, bike bags for motorcycles and other compartments will be checked for consistency in their operation, alignment and gaps.
6. In order to receive maximum points it may be necessary for the competitor to remove at least one of the wheels from the vehicle in order for judges to inspect and verify the judging criteria.

EXTERIOR CLEANLINESS

All Divisions

1 to 10 points possible

1. Overall cleanliness - The judges will inspect the exterior paint for dust, fingerprints and dirt spots, polish or wax residue, etc.
2. All vehicle accessories should be polished and cleaned. The undercarriage and door jambs will be inspected for dirt and grease. Vehicles that are exceptionally clean will receive maximum points.

BODY MODIFICATIONS

All Divisions

1 to 10 points possible

1. All body kits attached to the vehicle should be mounted correctly and match the lines of the vehicles exterior.
2. All lights on the outside of the vehicle must work and be mounted safely to the vehicle & match the car's scheme and color.
3. Any factory or custom grills on the exterior of the vehicle should match the vehicle in cosmetics and be mounted properly.
4. The Judge will check for dents or scratches that may be visible, either on the entire body or modifications attached to the car.
5. The judges will check for overall cleanliness of the modified accessories attached to the car.

EXTERIOR CREATIVITY

All Divisions

1 to 10 points possible

1. Judges will award points for any exterior modifications, paint, accessories, or themes that are hard to achieve and make the vehicle stand out from other competitors.
2. Judges will award points for custom paint and color coordination that includes any accessories on the outside of the vehicle as well as any special wheel modifications, motorization or special elements.

ENGINE PERFORMANCE & MODS

ENGINE COMPARTMENT APPEARANCE

All Divisions

1 to 10 points possible

1. Judges will inspect the engine compartment to verify that all engine accessories are correctly mounted and what condition the accessories are in, whether new or used/old.
2. Any extra modifications such as turbochargers, superchargers or NOS systems must be connected and operating properly.
3. All wires should be routed neatly. Color coded wires will score higher points.

ENGINE COMPARTMENT CLEANLINESS

All Divisions

1 to 10 points possible

1. All chrome pieces inside the engine compartment must be clean and not discolored or chipped. This includes all wire mounting brackets and screws, intake manifold, battery connections, hoses, headers, exhaust, throttle body, or any other accessories within the engine compartment.
2. Any and all wiring inside the engine compartment should be clean & free of oil and residue. Points will be deducted

if any fluids appear to be leaking from inside the engine compartment.

3. The judges will look for the overall cleanliness within the engine compartment. It will be the responsibility of the competitor to have the hood open so that the entire engine compartment is in full view of the judges during the judging process.

ENGINE MODIFICATIONS

All Divisions

1 to 10 points possible

In this section the judges will inspect any and all modifications to the engine. All mounting hardware including any nuts or bolts will also be inspected to ensure all equipment is securely fastened.

1. The judges will verify that all added accessories function properly.
2. It will be the responsibility of the competitor to demonstrate to the judge that the turbo, supercharger, & Nitrous Oxide attachments are functioning properly for maximum points. The competitor can satisfy this requirement by added photographs or visually verifying to the judge by showing the judge all the proper connections are correctly hooked up.
3. Any additional upgraded accessories such as exhaust, throttle body, intake manifold and headers will be awarded additional points.

INTERIOR

INTERIOR COMPARTMENT APPEARANCE

All Divisions

1 to 10 points possible

1. The inside of the vehicle and the trunk/hatchback area will be judged.
2. The judges will be looking for cleanliness and the amount of work involved in detailing the vehicle; including but not limited to, windows, carpet, air vents, tinted windows, seats etc.

INTERIOR COMPARTMENT CLEANLINESS

All Divisions

1 to 10 points possible

1. The interior compartment will be inspected for cleanliness.
2. The judges will look for any dust in the vents, windows, and in between seats.
3. Glove compartments should be free of items. The carpets and floor mats should be vacuumed and dust free.

INTERIOR & TRUNK MODIFICATIONS

All Divisions

1 to 10 points possible

1. In this category judges will inspect all aftermarket accessories to determine if they have been secured and mounted correctly in the vehicle.
2. Maximum points will be awarded for color theme, craftsmanship, and installation integrity.
3. Maximum points will be awarded for seat upgrades and custom dash kits such as carbon fiber or custom panels.

INTERIOR CREATIVITY

All Divisions

1 to 10 points possible

1. Any modifications, other than those that enhance the sound of the vehicle will be judged in this category.
2. The judges will award points on any creative items designed and built to enhance the inside appearance of the vehicle.
3. Items that will be considered include, custom upholstery, seats, custom dash gauges, modified dash boards.
4. Any themes or designs will also be awarded points.

NOTE: Judges **may** disregard this section when judging a motorcycle/trike class.

SOUND SYSTEM & SECURITY

The judges will evaluate the stereo system and the vehicle alarm.

1. It will be the responsibility of the competitor to demonstrate to the judges that all stereo equipment and alarm functions work properly.
2. The judges will ask the competitor to turn the system on to verify that all the pieces in the vehicle connected to the stereo are functioning properly.
3. Any accessories such as DVD and/or games systems, additional television monitors will be awarded maximum points based on the quality of workmanship and installation.

SOUND SYSTEM APPEARANCE

All Divisions

1 to 10 points possible

In this category judges will inspect the overall appearance of the stereo system. The competitor will be judged on cleanliness, system integration such as color selection, texture and blending of materials used as well as methods of integration and the fit and finish of all panels and trim kits.

SOUND SYSTEM CREATIVITY

All Divisions

1 to 10 points possible

In judging Creativity the judges will look for things that are difficult to accomplish and are unique and/or innovative and will consider the degree of difficulty of the overall stereo system. Each item can earn one point in the creativity judging section.

SOUND SYSTEM SAFETY

All Divisions

1 to 10 points possible

Each competitor will be judged on the installation safety of their stereo equipment. The following five items will be judged:

Appropriate Wires Fused 0 or 2 Points

All system wires connected to any positive battery post must be fused within 18 inches of wire length from the battery post and prior to the power cable's first pass through any sheet metal or other conductive material. If there is no fuse present or the fusing is located beyond 18 inches of wire length or after the power wire passes through sheet metal, the score is 0.

Appropriate power wire size 0 or 2 Points Proper sized wire gauge should be used for both positive and negative current requirements. If not, no points will be awarded. (See the Power Cable Calculator in the SQ section of this rule book.) There is no deduction for wires bigger than the minimum size specified by the Power Cable Calculator Chart.

All wires terminated properly 0 or 2 Points

All connections of wires and/or cables to terminals must be protected from corrosion, if located in a potentially corrosive environment. In addition, all +12v DC surfaces and connections must be securely covered with a non-conductive (Example: heat shrink tubing or some equivalent.) material.

All wires properly protected 0 or 2 Points

A non-conductive grommet and/or protective sleeve must protect all wires where they pass through any metal panel. This includes speaker and/or security & convenience option wires routed into doors.

Batteries Vented Properly 0 or 2 Points

Batteries connected to any charging system, that are installed in places other than the factory location, that are not vented to the outside of the vehicle will result in a point deduction.

SECURITY SYSTEM FEATURES

All Divisions

1 to 10 points possible

The competitor must demonstrate the ability of the alarm to protect and/or secure the vehicle. There are 2 (two) points possible for a functioning security system and 3 (three) additional points possible for increasing the usefulness of the security system.

The competitor must demonstrate the alarm's ability to protect and/or secure the vehicle. Functions will be awarded 1 (one) or 2 (two) according to the difficulty.

Points Breakdown Between Rookie, Street & Ultimate Divisions			
<i>Judging Category</i>	<i>Rookie</i>	<i>Street</i>	<i>Ultimate</i>
IASCA Membership & Logo	0 or 5 points	0 or 5 points	0 or 5 points
Exterior Logos & Designs	1 to 10 points	1 to 10 points	1 to 10 points
Presentation	1 to 10 points	1 to 10 points	1 to 10 points
Display	1 to 10 points	1 to 10 points	1 to 10 points
Auxiliary Lighting	1 to 10 points	1 to 10 points	1 to 10 points
Exterior Application Quality	1 to 10 points	1 to 10 points	1 to 10 points
Exterior Appearance	1 to 10 points	1 to 10 points	1 to 10 points
Exterior Cleanliness	1 to 10 points	1 to 10 points	1 to 10 points
Body Modifications	1 to 10 points	1 to 10 points	1 to 10 points
Exterior Creativity	1 to 10 points	1 to 10 points	1 to 10 points
Engine Compartment Appearance	1 to 10 points	1 to 10 points	1 to 10 points
Engine Compartment Cleanliness	1 to 10 points	1 to 10 points	1 to 10 points
Engine Modifications	1 to 10 points	1 to 10 points	1 to 10 points
Interior Compartment Appearance	1 to 10 points	1 to 10 points	1 to 10 points
Interior Compartment Cleanliness	1 to 10 points	1 to 10 points	1 to 10 points
Interior & Trunk Modifications	1 to 10 points	1 to 10 points	1 to 10 points
Interior Creativity	1 to 10 points	1 to 10 points	1 to 10 points
Sound System Appearance	1 to 10 points	1 to 10 points	1 to 10 points
Sound System Creativity	1 to 10 points	1 to 10 points	1 to 10 points
Sound System Safety	0 to 10 points	0 to 10 points	0 to 10 points
Security System Features	1 to 10 points	1 to 10 points	1 to 10 points
Score Totals for Each Division	205 points	205 points	205 points

The following scale will be used in each of the judging categories found in IASCA Tuner Jam Competition

10 Point Scale

Perfect = 10 pt.

Exceptional = 8 to 9 pt.

Very Good = 6 to 7 pt.

Good = 4 to 5 pt.

Average = 1 to 3 pt.

The following pages describe the level of modifications allowed in each Tuner Jam Division. Please refer to these charts to determine what Division you would compete in.

If you have a modification to your vehicle that isn't described in these charts, please contact the IASCA office for a ruling as to what division your vehicle would fit into.

Competitors in a lower Division (Rookie, Street) are allowed up to 2 modifications from the next higher Division.

Judges may reclassify your vehicle to a higher Division if excessive modifications are found.

Other Criteria	Rookie	Street	Ultimate
Street legal	x	x	x
Security system	x	x	x
Security system with 3 or more options		x	x
Not street legal			x
Total Number of Modifications Per Class	33	71	106

IASCA Tuner Jam Modification chart for classification			
Drive Train and Undercarriage	Rookie	Street	Ultimate
Coil over suspension	x	x	x
Aftermarket lift kit up to 3 inches	x	x	x
Stabilizer bars	x	x	x
Rims and tires upgrade	x	x	x
Rotors upgrade	x	x	x
Painted brake parts	x	x	x
Aftermarket lift kit 4 inches and up		x	x
Sport suspension		x	x
Rotors and calipers upgrade		x	x
Differential/axle upgrade		x	x
Polished brake parts		x	x
Air Ride 1/2 inch and below		x	x
Hydraulics (2 pumps maximum)		x	x
Hydraulics (3 pumps and up)			x
Custom made lift kit			x
Chromed suspension			x
Complete brake system			x
Frame modifications			x
Differential/axle custom build or exchange			x
Chromed brake parts			x
Air Ride 5/8 inch and above			x

Exterior	Rookie	Street	Ultimate
Vinyl decals	x	x	x
Vinyl graphics (one color)	x	x	x
Rear wing	x	x	x
Bolt on bumpers / fenders	x	x	x
Aftermarket mirrors	x	x	x
Aftermarket light bulbs	x	x	x
Tonneau covers	x	x	x
Grill inserts	x	x	x
Neon lights (1 kit)	x	x	x
Bolt on ground effects		x	x
Shaved handles/antenna		x	x
Shaved steps (pick-ups)		x	x
Shaved tail gate/trunk		x	x
Lambo doors		x	x
Aftermarket sunroof/moon roof		x	x
Aftermarket head/tail lights		x	x
Aftermarket marker lights		x	x
Aftermarket hood		x	x
Custom Grill		x	x
Motorized tonneau cover		x	x
Vinyl graphics (multi color)		x	x
OEM color plus 1 color design		x	x
Non-factory single color		x	x
Suicide doors			x
Electric/actuated doors/trunk			x
Chopped body or body parts			x
Non-factory multi color/air brush			x
Body molded ground effects			x
Custom applied head/tail lights			x
Custom applied marker lights			x
Vehicle front end exchange			x
Vehicle rear end exchange			x
Body molded bumpers			x

Engine	Rookie	Street	Ultimate
Air intake upgrade	x	x	x
Exhaust upgrade	x	x	x
Alternator OEM upgrade	x	x	x
Loomed hoses	x	x	x
OEM polished parts	x	x	x
Computer chip		x	x
NOS		x	x
Engine upgrade		x	x
Exhaust exchange		x	x
Header/s		x	x
Alternator exchange		x	x
Painted parts		x	x
Chromed parts (3 maximum)		x	x
Braided covered hoses		x	x
Non-factory Turbo			x
Non-factory Supercharger			x
Fuel system upgrade			x
Ignition upgrade			x
Custom computer			x
Engine exchange			x
Computer exchange			x
Chromed parts (over 3 items)			x
Braided custom hoses			x

Interior/Stereo	Rookie	Street	Ultimate
Aftermarket power accessories	x	x	x
Aftermarket pedals	x	x	x
Aftermarket shifter	x	x	x
Aftermarket gauges illumination	x	x	x
Aftermarket radio OEM location	x	x	x
Aftermarket speakers OEM location	x	x	x
Subwoofers, 2 amplifiers (not custom)	x	x	x
OEM painted parts	x	x	x
Custom floor mats	x	x	x
Neon lights up to 3	x	x	x
Painted factory interior parts (Door trim, panels, vents, etc.)	x	x	x
Aftermarket gauges		x	x
Aftermarket radio custom		x	x
Custom door panels		x	x
Custom center console		x	x
Aftermarket seats		x	x
OEM seat upholstered		x	x
Custom painted parts		x	x
Neon lights 4 and up		x	x
Aftermarket seats (custom upholstered)			x
OEM seat custom upholstered			x
Roll cage			x
Multiple motorized system parts			x
Customized stereo parts			x
Custom dash board			x