



# Battlefield LIVE

## SOUND RATING FACT SHEET

*A new brand of combat entertainment*

*The goal of Battlefield Sports' marketing resources is to provide you with outstanding quality tools to help your business.*

### Decibel Rating

#### Authentic Sound Effects

The decibel (abbreviated dB) is a scale used to measure the intensity of a sound. The human ear is incredibly sensitive. Ears can hear everything from a fingertip brushing lightly over the skin to a booming jet engine.

Caring for your hearing is important. Eight hours (8hrs) of 90dB sound can cause damage to your ears; any exposure to 140dB sound causes immediate damage (and causes actual pain).

Obviously distance affects the intensity of sound -- if you are far away, the power is greatly diminished. Our Quartermaster, Adam Natakuapa has analyzed each of our gaming gun models at close range and at normal gaming range. He analyzed the sounds as dB(A).

To gauge how loud, or quiet, our gaming guns are, consider that a whisper is deemed to have a rating of 15dB. Know the sound of a refrigerator humming? That has a decibel rating of only 40dB. Normal conversation is usually around 60dB.

City traffic has been classified as to have a decibel rating of 85dB. A bit louder, a domestic lawnmower has been rated at 90dB.

Louder again is a rock concert with a rating of 120dB.

So our gaming guns have approximately the loudness of traffic, when you are holding them. At 50 meters (or 160 feet) they blend into the background ambient noise.



*Info on Sound Ratings:  
SOURCE:  
WWW.HOWSTUFFWORKS.  
COM/QUESTION124.HTM*

Table 1: Sound Ratings		At 1 Meter (3 1/3 feet)	At 50 Meters (160 feet)
Gaming Gun Model	Volume	Decibel	Decibel
Scorpion SMG <i>(if using the Scorpion sfx)</i>	HIGH	83	57
	MEDIUM	79	54
	LOW	65	52
P90 <i>(if using the P90 sfx)</i>	HIGH	89	57
	MEDIUM	86	54
	LOW	74	52
Commando <i>(if using the Commando sfx)</i>	HIGH	88	61
	MEDIUM	87	59
	LOW	78	53
Morita <i>(if using the Morita sfx)</i>	HIGH	89	70
	MEDIUM	87	60
	LOW	76	54