

As part of our community's collaborative spirit, and to ensure we safeguard Underland for the future, we ask those of you bringing amplified sound systems to familiarise yourselves with and agree to this sound policy.

1. All artworks, camps, and mutant vehicles with amplified sound systems must register their setups, indicating system size and committing to adhere to this sound policy, including reducing volume levels if requested by a CAV representative.
2. An 'amplified sound system' is an electrified system that includes some or all of the following components to distribute sound to a wide area and/or to an audience: microphones, signal processors, amplifiers, 'bass bins', loudspeakers, and/or a mixing console. Other components or systems may be deemed to be amplified sound systems if they are distributing sound to a wide area and/or to an audience.
3. Small portable systems (i.e. UE Boom or similar) are not included in the definition in paragraph 2 and therefore do not need to be registered. However, please see paragraphs 13 and 14 for how these systems should be used during quiet time and temple burn.
4. Given the limited space at Underland, CAV reserves the right to limit the number and size of amplified sound systems to ensure a balanced experience for all.
5. Speaker orientation must be away from local residential areas and in accordance with the defined layout of the Underland site.
6. When setting up your amplified sound system you should aim to create a focused sound zone, directing sound downward and inward to minimize sound bleed to nearby artworks and camps. Bass bins should be elevated off the ground to reduce ground transmission. This could (but doesn't have to) be with pallets or scaffolding.
7. Amplified sound systems should be matched to the expected number of participants in the audience. A good guideline is about 10W per person. For example, a 500W system for 50 people, or 4000W for 400.
8. All amplified sound systems need to be set up and ready for a sound check before gates open to ensure levels are set appropriately.
9. If Underland's sound levels exceed permit limits, we will receive instant notification from our sound engineer. At this point, all active amplified sound systems will be asked to reduce levels to what was defined at sound check. If this does not reduce the levels to what is acceptable under our permit then sound systems may be asked to lower levels further.
10. Anybody operating an amplified sound system should inform their performers, musicians or DJs that they may be requested to turn down the music if we receive a notification that our levels are above permit limits.
11. People running an amplified sound system should talk to neighbouring systems in their area to discuss plans for the event and work out a schedule that enables all amplified sound systems and crews to have both live time and downtime. This way,

every amplified sound system will be able to perform at its best without exhausting people or resources.

12. Underland has dedicated 'quiet times' as part of our permit. These are described in the survival guide. There should be no amplified sound systems played during this time without prior authorisation from CAV. This will be considered on a case-by-case basis.
13. The use of small portable systems (i.e. UE Boom or similar) or musical instruments during quiet time will be considered on a case-by-case basis. Anyone playing a musical instrument or a small portable system may (at CAV's discretion) be asked to stop if they are being played during quiet time and are creating conflict with other participants.
14. Please assist in ensuring the appropriate atmosphere of the temple burn. We ask that all sound stop playing at least 30 minutes before that burn (subject to change due to weather conditions). This includes any amplified sound systems, small portable sound systems, and musical instruments.
15. You must camp next to your amplified sound system. This is to ensure that you are always aware of the loudness and potential impact your amplified sound system is having on other participants.
16. CAV may request changes to the orientation and location of speakers. If these are not adhered to then camps may be asked to turn off their sound system entirely. Further non-compliance may result in removal from the event and/or disciplinary procedures under CAV's Rules.
17. Amplified sound systems that are being played on site but have not previously registered (a.k.a. 'renegade systems') will be required to register their system and immediately agree to this policy. They may also be asked to change their speaker positions to meet Underland sound requirements. Participants running renegade systems that do not agree to this may be ejected from the event and/or subject to disciplinary procedures under CAV's Rules.