

SKATE EQUIPMENT SOUND TESTS

Measurement point	Traffic devices	L _{A, max} (dB)	L _{A, eq} (dB)	L _{A, eq,k} (dB)
MP1 height 2m (Distance directly in the plant in the middle between 10m of Death Box and Quarter Pipe)	Quarter-Pipe, death-box Bank,	84.8	68.3	68.2
	Half-Pipe	73.6	59.8	59.3
	Asphalt	88.9	70.9	70.8
MP2 Height 1,5m (At the edge of the skate facility)	Quarter-Pipe, death-box Bank,	81.6	67.4	67.3
	Half-Pipe	68.1	55.6	53.8
	Asphalt	82.3	64.2	64.0
	Quarter-Pipe, death-box Bank, Spine	81.9	68.9	68.9
MP3 Height 1,5m (15 m from the edge of the plant)	Quarter-Pipe, death-box Bank,	73.8	60.8	60.4
	Half-Pipe	61.3	52.9	(49.0)
	Asphalt	76.3	60.0	59.5
	Quarter-Pipe, death-box Bank, Spine	82.5	64.6	64.4
MP4 Height 1,5m) (30 m from the edge of the plant)	Quarter-Pipe, death-box Bank,	64.2	56.1	54.6
	Half-Pipe	57.6	52.6	(48.1)
	Asphalt	71.1	56.0	54.4
	Quarter-Pipe, death-box Bank, Spine	70.8	58.1	57.2

This test was conducted in a free entrance plaza of the three sides and a sharp side of a warehouse. The surface is asphalt.

The ramp was used only by the Skateboard. During the review we also took into account whether the noise is produced during jumps and other tricks. If we compare the values of dB between the ramp and asphalt, we can deduce that there is not a big difference between them. Conclusion: noise not only produces the ramp and asphalt, but also the wooden parts of skate.



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