Chapter 214. Zoning

Article VII. Performance and Environmental Standards

§ 214-42. Noise.

A. Definitions. The following definitions are applicable to the noise standards set forth in this section:

**BACKGROUND NOISE**
Noise which exists at a point as a result of the combination of distant sources, individually indistinguishable.

**CONSTRUCTION**
The assembly, erection, substantial repair, alteration, demolition or site preparation for or of public or private rights-of-way, buildings or other structures, utilities or property.

**DAYTIME HOURS**
The hours between 7:00 a.m. and 9:00 p.m., Monday through Saturday, and the hours between 9:00 a.m. and 9:00 p.m. on Sunday.

**DECIBEL**
A unit of measurement of the sound level.

**EMERGENCY**
Any occurrence or set of circumstances which involves actual or imminent physical trauma or property damage and which demands immediate action.

**EMITTER**
The zone from which the sound is created or sent, or the person or thing creating the sound.

**EXCESSIVE NOISE**
Any sound, the intensity of which exceeds the standards set forth in Subsection B of this section.

**IMPULSE NOISE**
A sound of short duration, usually less than one second, with an abrupt onset and rapid decay.

**MOBILE SOURCE**
Nonstationary sources of sound, including but not limited to moving aircraft, automobiles, trucks and boats.

**MOTOR VEHICLE**
A vehicle as defined in Subdivision (30) of Section 14-1, Connecticut General Statutes, as amended.\[^{[1]}\]

**NIGHTTIME HOURS**
All hours not listed as being daytime hours.

[^{[1]}]: https://www.ecode360.com/print/CT01554?guid=68851884
RECEPTOR
The zone in which sound is received, or the person or thing receiving the sound.

SOUND
A transmission of energy through solid, liquid or gaseous media in the form of vibrations which cause alterations in pressure or position of the particles in the medium and which, in air, evoke physiological sensations, including but not limited to an auditory response when impinging on the ear.

SOUND LEVEL
A frequency-weighted sound-pressure level as measured with a sound-level meter using the A-weighting network. The level so read is designated "dBA."

SOUND-LEVEL METER
An instrument used to measure sound levels. A "sound-level meter" shall conform, at a minimum, to the American National Standards Institute's Operational Specifications for Sound-Level Meters S1.4-1971 (Type S2A).

SOUND-PRESSURE LEVEL
A number equal to 20 times the logarithm to the base 10 of the ratio of the pressure of a sound to the reference pressure of twenty microneutrons (0.00002 newton) per square meter. The number is expressed in decibels (dB).

[1] Editor's Note: The reference to Section 14-1(30) of the Connecticut General Statutes should be to Section 14-1(a)(90).

B. Standards. No sound shall be emitted beyond the boundaries of the lot or parcel on which such sound originates which exceeds the sound levels specified below:

<table>
<thead>
<tr>
<th>Emitter</th>
<th>Commercial and Retail</th>
<th>Receptor Residential and All Other Zones</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Daytime Hours</td>
</tr>
<tr>
<td>Industrial</td>
<td>70 dBA</td>
<td>61 dBA</td>
</tr>
<tr>
<td>Commercial and retail trade</td>
<td>62 dBA</td>
<td>55 dBA</td>
</tr>
<tr>
<td>Residential and all other zones</td>
<td>62 dBA</td>
<td>55 dBA</td>
</tr>
</tbody>
</table>

C. High background noise levels and impulse noise.

(1) In those individual cases where the background noise caused by sources not subject to these regulations exceeds the standards contained herein, a source shall be considered to cause excessive noise only if the sound emitted by such source exceeds the background noise levels by five dBA, provided that no source subject to the provisions of these regulations shall emit sound in excess of 80 dBA at any time; and provided that this section does not decrease the permissible levels of other sections of these regulations.

(2) No impulse noise shall be caused or allowed in excess of 80 dB peak sound-pressure level during nighttime hours in any residential zone.

(3) The emission of impulse noise shall not be caused or allowed in excess of 100 dB peak sound-pressure level at any time in any zone.

D. Exclusions. These standards shall not apply to unamplified sounds emitted by or related to the human voice, natural phenomena or wild or domestic animals; bells or chimes from a clock in any
building or from a school or church; a public emergency sound signal; and sounds created by farming equipment or farming activity, any emergency and snow removal.

E. Exemptions. The following shall be exempt from the provisions of this section, subject to the conditions noted:

(1) Noise created by the operation of property maintenance equipment during daytime hours.

(2) Noise generated by any construction equipment operated during daytime hours.

(3) Noise created by any recreational activities which are sanctioned by the Town, including but not limited to parades, sporting events, concerts, fireworks displays and local public celebrations.

(4) Noise created by blasting, provided that the blasting is conducted between 8:00 a.m. and 5:00 p.m. local time and provided that a permit for such blasting has been obtained from appropriate state authorities and the Zoning Commission.

(5) Noise created by refuse and solid waste collection and disposal, provided that such activity is conducted between 8:00 a.m. and 6:00 p.m.

(6) Noise created by a fire alarm or intrusion alarm.

(7) Noise created by public facility maintenance during daytime hours and snowplowing whenever necessary.

(8) Noise created by church bells.

F. Noise level measurement procedures. For the purpose of determining sound levels as set forth in these standards, the following guidelines shall be applicable:

(1) A person conducting sound measurements shall have been trained in the techniques and principles of sound measuring equipment and instrumentation.

(2) Instruments used to determine sound-level measurements shall be sound-level meters as defined under Subsection A.

(3) The following steps shall be taken when preparing to take sound-level measurements:

(a) The instrument manufacturer's specific instructions for the preparation and use of the instrument shall be followed.

(b) Measurements to determine compliance with these standards shall be taken at a point that is located about one foot beyond the boundary line of the lot or parcel on which the sound is emitted and within the lot or parcel on which the sound is received.
<table>
<thead>
<tr>
<th>Noise Source</th>
<th>Decibel Level</th>
<th>comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jet take-off (at 25 meters)</td>
<td>150</td>
<td>Eardrum rupture</td>
</tr>
<tr>
<td>Aircraft carrier deck</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td>Military jet aircraft take-off from aircraft carrier with afterburner at 50 ft (130 dB).</td>
<td>130</td>
<td></td>
</tr>
<tr>
<td>Thunderclap, chain saw. Oxygen torch (121 dB).</td>
<td>120</td>
<td>Painful. 32 times as loud as 70 dB.</td>
</tr>
<tr>
<td>Steel mill, auto horn at 1 meter. Turbo-fan aircraft at takeoff power at 200 ft (118 dB). Riveting machine (110 dB); live rock music (108 - 114 dB).</td>
<td>110</td>
<td>Average human pain threshold. 16 times as loud as 70 dB.</td>
</tr>
<tr>
<td>Jet take-off (at 305 meters), use of outboard motor, power lawn mower, motorcycle, farm tractor, jackhammer, garbage truck. Boeing 707 or DC-8 aircraft at one nautical mile (6080 ft) before landing (106 dB); jet flyover at 1000 feet (103 dB); Bell J-2A helicopter at 100 ft (100 dB).</td>
<td>100</td>
<td>8 times as loud as 70 dB. Serious damage possible in 8 hr exposure</td>
</tr>
<tr>
<td>Boeing 737 or DC-9 aircraft at one nautical mile (6080 ft) before landing (97 dB); power mower (96 dB); motorcycle at 25 ft (90 dB). Newspaper press (97 dB).</td>
<td>90</td>
<td>4 times as loud as 70 dB. Likely damage 8 hr exp</td>
</tr>
<tr>
<td>Garbage disposal, dishwasher, average factory, freight train (at 15 meters). Car wash at 20 ft (89 dB); propeller plane flyover at 1000 ft (88 dB); diesel truck 40 mph at 50 ft (84 dB); diesel train at 45 mph at 100 ft (83 dB). Food blender (88 dB); milling machine (85 dB); garbage disposal (80 dB).</td>
<td>80</td>
<td>2 times as loud as 70 dB. Possible damage in 8 h exposure.</td>
</tr>
<tr>
<td>Passenger car at 65 mph at 25 ft (77 dB); freeway at 50 ft from pavement edge 10 a.m. (76 dB). Living room music (76 dB); radio or TV-audio, vacuum cleaner (70 dB).</td>
<td>70</td>
<td>Arbitrary base of comparison. Upper 70s are annoyingly loud to some people.</td>
</tr>
<tr>
<td>Noise Source</td>
<td>Decibel Level</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>--------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Conversation in restaurant, office, background music, Air conditioning unit at 100 ft</td>
<td>60</td>
<td>Half as loud as 70 dB. Fairly quiet</td>
</tr>
<tr>
<td>Quiet suburb, conversation at home. Large electrical transformers at 100 ft</td>
<td>50</td>
<td>One-fourth as loud as 70 dB.</td>
</tr>
<tr>
<td>Library, bird calls (44 dB); lowest limit of urban ambient sound</td>
<td>40</td>
<td>One-eighth as loud as 70 dB.</td>
</tr>
<tr>
<td>Quiet rural area</td>
<td>30</td>
<td>One-sixteenth as loud as 70 dB. Very Quiet</td>
</tr>
<tr>
<td>Whisper, rustling leaves</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Breathing</td>
<td>10</td>
<td>Barely audible</td>
</tr>
</tbody>
</table>

Converting Decibels to Sound Intensities

by Neil Bauman, Ph.D.

October 29, 2016

A person asked,

How do you calculate the difference in sound intensity in decibels between any two sound intensities. For example, how do you calculate the increase in sound intensity between 0 dB and 15 dB or between 52 and 94 dB?

There is a mathematical relationship between decibels (dB) and sound intensities. It works like this. Each 10 dB increase results in a **10-fold** increase in sound **intensity** which we **perceive** as a **2-fold** increase in sound **volume**.

Thus, from 0 dB to 10 dB there is a 10-fold increase in sound intensity, just as there is from 10 dB to 20 dB or from 34 dB to 44 dB.

**Note:** Sound **intensity** is the **energy** (power) needed to produce a given level of sound. Don't confuse sound intensity (the amount of energy needed to produce a given level of sound) with sound **volume** (the level at which we **perceive** the resulting sound.)
The table below shows the increase in sound intensity between 0 dB and each of the values listed.

<table>
<thead>
<tr>
<th>Decibel</th>
<th>Increase in Sound Intensity</th>
<th>Perceived Increase in Volume</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 dB</td>
<td>10 times the sound intensity</td>
<td>2 times as loud</td>
</tr>
<tr>
<td>10 dB</td>
<td>100 (10 x 10)</td>
<td>4 (2 x 2)</td>
</tr>
<tr>
<td>20 dB</td>
<td>1,000 (10 x 10 x 10) etc.</td>
<td>8 (2 x 2 x 2) etc.</td>
</tr>
<tr>
<td>30 dB</td>
<td>10,000</td>
<td>16</td>
</tr>
<tr>
<td>40 dB</td>
<td>100,000</td>
<td>32</td>
</tr>
<tr>
<td>50 dB</td>
<td>1,000,000</td>
<td>64</td>
</tr>
<tr>
<td>60 dB</td>
<td>10,000,000</td>
<td>128</td>
</tr>
<tr>
<td>70 dB</td>
<td>100,000,000</td>
<td>256</td>
</tr>
<tr>
<td>80 dB</td>
<td>1,000,000,000</td>
<td>512</td>
</tr>
<tr>
<td>90 dB</td>
<td>10,000,000,000</td>
<td>1,024</td>
</tr>
<tr>
<td>100 dB</td>
<td>100,000,000,000</td>
<td>2048</td>
</tr>
<tr>
<td>110 dB</td>
<td>1,000,000,000,000</td>
<td>4,096</td>
</tr>
<tr>
<td>120 dB</td>
<td>10,000,000,000,000</td>
<td></td>
</tr>
</tbody>
</table>

As you can see, these numbers quickly get large. For example, if you had a 120 dB loss at a certain frequency, in order to hear a sound at that frequency, it would have to be 1 trillion times as intense (it would require 1 trillion times the energy to produce it) as needed for a person who had "perfect" hearing (and thus could hear it at an intensity of 0 dB).

Note this well. Since our ears perceive sound logarithmically, we do not perceive a sound of 120 dB as being 1 trillion times louder than a sound of 0 dB. Rather, we perceive it as about 4,000 times louder.

Now that we have a little background, we are ready to proceed with the details of how to calculate the differences in sound intensities and relate them to decibel values.

Unfortunately, far too often people assume that there is a simple linear interpolation between any two decibel values. Thus, since there is a 10-fold increase between 10 dB and 20 dB in sound intensity, they assume the increase at the half-way point (15 dB in this case) is a 5-fold increase.

If you assumed this, you would be wrong. Even hearing health care professionals that should know don't always get this right.

The reason you can't just simply interpolate between two decibel values is because we are not working with linear numbers, but with logarithmic numbers. This means there is a logarithmic relationship between such values, not a linear relationship.

The formula for calculating the increase in sound intensity between two decibel values is:
x-fold increase in sound intensity = \(10^{\text{ending dB value - starting dB value}}/10\)

Therefore, to find the increase in sound intensity between 10 dB and 15 dB, you simply subtract the higher dB value from the lower value and divide the result by 10 to get the exponent. Calculating \((15 - 10)/10\) gives you an exponent of 0.5. Raising 10 to the 0.5 power \((10^{0.5})\) gives 3.162. Thus, the intensity increase between 10 dB and 15 dB is 3.162-fold.

In like manner, to calculate the difference in sound intensity between 52 dB and 94 dB, just follow the same procedure and use the same formula. \((94-52)/10\) gives an exponent of 4.2. \(10^{4.2} = 15,848.9\). Thus, the intensity increase between 52 dB and 94 dB is 15,848.9-fold. To put it another way, it takes 15,848.9 times as much energy to produce a sound of 94 dB than to produce a sound of 52 dB.

It's easy to check your work to be sure you are in the right ball park. You know the difference you are working with is 42 dB. You already know that for a 40 dB increase, the intensity value is 10,000 times higher \((10 \times 10 \times 10 \times 10)\) and that for a 50 dB increase, the value would be 100,000 times higher \((10 \times 10 \times 10 \times 10 \times 10)\). (See above table.) So your answer must lie somewhere between these two values, and sure enough, it does.

To make things simple, in case you don't have a fancy calculator*, here is a table to help you.

<table>
<thead>
<tr>
<th>dB Difference</th>
<th>x-fold Multiplier</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1.259</td>
</tr>
<tr>
<td>2</td>
<td>1.584</td>
</tr>
<tr>
<td>3</td>
<td>1.995</td>
</tr>
<tr>
<td>4</td>
<td>2.512</td>
</tr>
<tr>
<td>5</td>
<td>3.162</td>
</tr>
<tr>
<td>6</td>
<td>3.981</td>
</tr>
<tr>
<td>7</td>
<td>5.011</td>
</tr>
<tr>
<td>8</td>
<td>6.309</td>
</tr>
<tr>
<td>9</td>
<td>7.943</td>
</tr>
<tr>
<td>10</td>
<td>10,000</td>
</tr>
</tbody>
</table>

In order to use this table, just take the multiplier figures for values between 1 and 10 and then move the decimal point to the right one place for each whole 10 dB difference.

Thus, if you want to find the difference in sound intensity between 3 dB and 9 dB, and since the value is less than 10 dB, just read off the value from the table for a 6 dB difference, namely 3.981. Thus for a 6 dB increase, there is a 3.981-fold increase in intensity.

If you want to find the sound intensity increase between 52 and 94 dB, you subtract 52 from the 94 to get 42 dB. Take the units figure (2) and from the table for a 2 dB difference, you see the multiplier is 1.584. Now to get your final answer, move the decimal to the right by the value of the tens figure (4)
and you have a 15,840-fold increase in intensity. (If the decibel difference is larger than 100, then use the tens and hundreds figures. Thus if the difference was 124 dB, you’d move the decimal to the right by 12 decimal places.) That’s how simple it is.

And if you ever want to calculate how much louder you perceive one sound as compared to another you can do it by using the following formula.

\[
\text{perceived x-fold volume increase} = 2^{(\text{ending dB value} - \text{starting dB value})/10}
\]

Therefore, to find the perceived increase in sound volume between 10 dB and 15 dB, you simply subtract the higher dB value from the lower value and divide the result by 10 to get the exponent—\((15 - 10)/10\) gives you an exponent of 0.5. (So far, everything is the same as for calculating intensity differences. Now comes the change—you use base 2 rather than base 10.) Raising 2 to the 0.5 power \((2^{0.5})\) gives 1.4. Thus you would perceive the sound as being 1.4 times louder.

In like manner, to calculate the difference in perceived sound volume between 52 dB and 94 dB, just follow the same procedure and use the formula. \((94-52)/10\) gives an exponent of 4.2. \(2^{4.2} = 18.4\) times louder.

Note: Perceived volume varies from person to person so the calculated results may not agree with any given person’s subjective results, but it certainly puts you in the right ballpark.

* Note: if you have an iPhone, you have a fancy built-in calculator. Swipe up from the bottom and you’ll see it there with your flashlight, timer and camera. When you hold your iPhone vertically you have a simple calculator. Turn your phone on its side and it automatically switches to a fancy scientific calculator where you have the \(10^x\) and \(x^y\) functions.

Comments

Ron Peters says
October 26, 2020 at 7:25 AM

how much louder is 51 dB the 49dB?

Reply

Neil Bauman, Ph.D. says
November 15, 2020 at 3:05 PM

Hi Ron:
A 2 dB increase is 1.584 times louder, so 51 dB is 1.584 times as loud as 49 dB.

Cordially,

Neil

Reply

Leave a Reply

Your email address will not be published. Required fields are marked *

Comment

Name *

Email *

Website

- Save my name, email, and website in this browser for the next time I comment.

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"The wages of sin is death, but the gift of God is eternal life [which also includes perfect hearing] through Jesus Christ our Lord." [Romans 6:23]

"But know this, in the last days perilous times will come" [2 Timothy 3:1]. “For there will be famines, pestilences, and [severe] earthquakes in various places” [Matthew 24:7], “distress of nations, the sea and the waves roaring”—tsunamis, hurricanes—Luke 21:25, but this is good news if you have put your trust in the Lord Jesus Christ, for “when these things begin to happen, lift up your heads [and rejoice] because your redemption draws near” [Luke 21:28].
120 dB

But any sound that is loud enough and lasts long enough can damage hearing and lead to hearing loss. A sound's loudness is measured in decibels (dB). Normal conversation is about 60 dB, a lawn mower is about 90 dB, and a loud rock concert is about 120 dB.

www.uofmhealth.org › health-library

Harmful Noise Levels | Michigan Medicine

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Who has the loudest concert ever?

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Why Are Concerts So Loud? Concerts have always found a ...

According to H.E.A.R., the average concert is between 110 dB and 120 dB. For a reference, a busy street comes in at 80 dB and the average conversation is 60 dB.

en.wikipedia.org › wiki › Loudest_band

Loudest band - Wikipedia
Billy Altman described them as the loudest band ever; "So loud, in fact, that within just a few songs, much of the crowd [at a 1968 concert] in the front orchestra ...

www.miracle-ear.com › what-is-loud-decibel-chart

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Sound Exposure During Outdoor Music Festivals - NCBI - NIH

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- how many decibels is a car horn
- how many decibels is too loud for neighbours
- decibel chart of common sounds
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- how many decibels is a lawn mower
- how many decibels is a jet engine
- how many decibels is a chainsaw

Pat ALTRUK

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SUPER SOMER 10
a "Custom Van - Truck Event"
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Fourtown Fairgrounds
Somers, Ct
Glenn's Pictures From Last Year's Event Covered by "DROP JAW" Magazine.
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- Fun for the Whole Family.
- Large Van Show, over 50 Show and Shine awards given out in 2010!
- Kids Awards
- Custom Super Somer-10 Vanning T-Shirts
- Goodie Bags
- Custom Dash Plaques
- Kids and Adult games through out the Day and Night

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.. RC Races
.. Horseshoes
.. Bat Races
.. 2010 had over 10 Vendor's, For all your Weekend Vanning Needs
.. Communication Center
.. 24 Hour Security
.. 24 Hour E.M.T on Grounds
.. Free Giveaway's During Awards!
.. Plenty of Water and Power Available
.. The Area's Best Bands both Friday and Saturday "ROCKIN" into the Night
.. Light Show & Shine Saturday night on the Midway

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Last Years Honor's Went To the One the Only ...Todd "Machine Man" Vallencort
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Pat 203-232-7541
Paul for Vending Information 203-768-2203
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Directions:

EGYPT ROAD Somers, CT 06071, US
Look for (SS Van Signs)

FROM I-91
Traveling I-91, North or South, take exit 47E for Route 190, into Somers Center. Turn right onto Route 83. Then turn right onto Field Road and straight onto Egypt Road. Fairgrounds will be on your right-hand side.

Directions From Rt I-84
I-84 East Bound
Take the CT-83 N exit- EXIT 64- toward ROCKVILLE / ELLINGTON.
Turn SLIGHT RIGHT onto TALCOTTVILLE RD / CT-83. Continue to follow CT-83.
Turn LEFT onto WEST ST / CT-83. Continue to follow CT-83.
Turn LEFT onto BILLINGS RD.
Turn LEFT onto EGYPT Fairground on the Right

FROM POINTS NORTH:
Travel Route 83 South through Somers Center, turn right onto Field Road and straight onto Egypt Road. Fairgrounds will be on your right-hand side.

FROM POINTS SOUTH:
Travel Route 83 North turning left onto Billings Road and left onto Egypt Road. Fairgrounds will be on your right-hand side.

FROM POINTS EAST:
Travel Route 190 West into Somers Center and turn left onto Route 83. Then turn right onto Field Road and straight onto Egypt Road. Fairgrounds will be on your right-hand side.

Pictures From Last Year’s Event Covered by DROP JAW Magazine.
http://www.dropjawnation.com/shows/view_show.php?id=74

Come out and make it a ...SUPER SOMER!
Mail Pre-Reg To: Beth Eldson  
76 Central Ave Wolcott, CT, 06716  
Make Checks Payable to:  
Altruk Vanners Inc.  

GATES OPEN 12:00 p.m. Friday August 12, 2011  
VANS and TRUCKS Only.

**EVENT RULES!!**  
*Please NO "Cars or Walk In's" Without Club ID!*  
GATE CHARGE WILL BE APPLIED  
$20.00 Per Walk-In!  
$45.00 Per Car!  
*No Fireworks  
*No Groundfires  
*Keep Track of your Children  
*Keep Track of your Dog-All pets on Leashes  
*Gate Close at 6 p.m. SHARP! Saturday Night

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**Pre-Reg Deadline Aug 5, 2011 (Prices Subject to Change)**

Pre-Reg: $40.00 Per Vehicle With Two People  
$8.00 Each Additional Person  
Gate: $45.00 Per Vehicle With Two People  
$10.00 Each Additional Person  
Trailer: $45.00 Per Vehicle With Two People  
One FREE Night of Campsite  
Motorhomes: $55.00 Per Vehicle With Two People  
$10.00 Each Additional Person

Phone Numbers: Weekend of Event... Beth (203) 247-4255  
Paul (203) 224-7541

**Vending Information**

Name ________________________________
Address ________________________________
City, State, Zip Code ________________________________
Marker Plate Number ________________________________
Number of Adults ________________________________  
No. Kids 12 and over ________________________________
Truck Year ________________________________  
Trailer ________________________________
Truck Make ________________________________
Club Affiliation ________________________________

I, the Undersigned, hereby Release ALTRUK VANNERS, INC. and all members thereof, and the fourtown fairgrounds from any liability for any injuries, damages, theft, or malicious actions that may occur to myself, my family, my companions or my vehicle during the course of this event, whether damage be the result of natural phenomenon, accident or persons acting in violation of criminal statutes of this state and event rules.

SIGNATURE: ________________________________

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January 27th 2011 1:33 pm

Wizard78 🤘
Supreme Master

I sure want to make this run

Joined: Aug 2008
Posts: 18,213
Virginia


January 28th 2011 2:08 pm

Superbeast 🤘
Madman!

Nice flier!

Joined: Oct 2001

very nice wish we could make it

GOOD STUFF::Altruk Knows How To Jam.Many Thanks to them All for putting up with Me. This is what I'm working on for this yrs event.

https://www.vanning.com/threads/ubb...Cruisin_New_England_Show.html#Post439618

I'm hoping to have commitment before the Council of Council on a Van segment on Crusin New England.

Altruk means business this year, flyers are out already! The event is top notch, the van show one of the best and the games are a huge part of it. I see Dave's human Foosball is back, I'd love to see that game played after an Orange Crush fuelled blender party.

Was just talking to Rascal and he mentioned that Fourtown Fairgrounds possibly have the record for hosting the longest stretch of continuous van events between Super Somer and Boogie Bash.

I'm penciling into my schedule, hope to make it back there this year.

Posted on vdomain as well...

Superbeast  😊
Madman!

Originally Posted by Virtual

Was just talking to Rascal and he mentioned that Fourtown Fairgrounds possibly have the record for hosting the longest stretch of continuous van events between Super Somer and Boogie Bash.
I'm penciling into my schedule, hope to make it back there this year.

Would love to see Rascal, and you at this years SS!

BoneHead  😊
Retired

Four Town Fairgrounds

Linked Image

Linked Image

Last edited by Astro; March 18th 2011 2:56 pm.

Superbeast  😊
Madman!

Don't think we will be making this again this year. Kids 4H fair is the same week again 😊
