

NPC - 104

Publication NPC-104

Sound Level Adjustments

1. Scope

This Publication refers to the adjustment of a sound level obtained following the procedures set out in either section 3 or 4 of NPC-103 - Procedures.

2. Technical Definitions

The technical terms used in this Publication are defined in Publication NPC-101 - Technical Definitions.

3. Intermittence

If a sound is intermittent, the following adjustment shall be subtracted from the observed value :

$$\text{Adjustment} = 10 \log_{10} \frac{1}{x}$$

where x is the fraction of an hour
for which the sound persists.

Such sound level adjustments are approximated in Table 104-1.

4. Adjustment for Special Quality of Sound

(1) Tonality

If a sound has a pronounced audible tonal quality such as a whine, screech, buzz, or hum then the observed value shall be increased by 5.

(2) Cyclic Variations

If a sound has an audible cyclic variation in sound level such as beating or other amplitude modulation then the observed value shall be increased by 5.

(3) Quasi-Steady Impulsive Sound

If a sound is Quasi-Steady Impulsive Sound then the observed value shall be increased by 10.

(4) One Adjustment Only

An adjustment may be made under one only of subsections (1), (2) and (3), providing that, if subsection (3) applies, it shall be used in preference to subsection (1) or subsection (2).

TABLE 104-1

Adjustment for Intermittence

Duration of Sound In One Hour (minutes)	Adjustment
40 - 60	0
20 - 39	3
10 - 19	6
5 - 9	9
3 - 4	12
1 - 2	15
less than 1	20