

IS IT LEGAL?

Q. Is it legal?

A. All Inferno sound barriers are by default set to sound at 125db. Our research on the legality of operating an audible alarm siren at 125dB has confirmed that it does not breach any known legislation simply by virtue of its sound level. O.S.H. requires, pursuant to Regulation 11 of the Health & Safety in Employment Regulations (1995), that workplace noise does not exceed a peak level of 140dB. Standards NZ has confirmed that standard AS/NZS 2201.1 2007 (entitled "Intruder Alarm Systems") is the applicable standard. Part 3.16.2.9.1 (Audible alarm warning devices) of that standard states that that sound pressure must not be greater than 130dB(A). The Resource Management Act (1991) deals with "excessive or unreasonable noise", but does not define a specific dB limit, as the definition of "excessive and unreasonable" depends on various factors such as proximity of neighbours, time of day, zone etc. The technology has been in use in over 13 developed countries for several years now, and there has not been a single challenge questioning the legality of operating Inferno sound barrier technology. Accordingly, there is no apparent cause for concern over the legality of the Inferno itself.

Q : Can it damage your hearing?

A: Any loud sound source can damage your hearing if used inappropriately - reference the humble iPod. A report by the Royal Institute of Technology's Technical Acoustics department (Stockholm) concluded that the sound barrier was harmless, and that only frequent & prolonged exposure would cause hearing damage. The sound barrier does not exceed the parameters as established in the internationally recognized ISO standard for noise induced hearing impairment. The report determined that one would have to be exposed to the sound barrier for 1 minute, at a distance of 1 metre, for 365 days, to have a 13% risk of hearing damage. The physical effects of exposure disappear shortly after the siren is switched off. The report referred to above is available on the website.