INFOSHEET

Sound Level Requirements for Sound-Producing Toys

|  | EN 71-1: 2014 |  |  | ASTM F963-16 |  | ISO 8124-1:2014 |  | ST 2016 Part 1 |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Toy | Cat | $\mathrm{L}_{\mathrm{pA}}$ | $\mathrm{L}_{\mathrm{pC} \text { peak }}$ | $L^{\text {eq }}$ | $\mathrm{LC}_{\text {peak }}$ | $\mathrm{L}_{\mathrm{pA}}$ | $L_{p C \text { peak }}$ | $L_{\text {pA }}$ | $\mathrm{L}_{\mathrm{pC} \text { peak }}$ |
| Close-to-ear | 1 | 60 | 110 | 65 | 110 | 65 | 95* | 65 | 95* |
|  | 2 | 65 |  |  |  |  |  |  |  |
|  | 3 | 70 |  |  |  |  |  |  |  |
| Table-top or floor toy or hand-held toy | 1 | 80 | 110 | 85 | 115 | 85 | 115* | 85 | 115* |
|  | 2 | 85 |  |  |  |  |  |  |  |
|  | 3 | 90 |  |  |  |  |  |  |  |
| Headphones \& earphones | 1 | 85 | 135 | Not applicable |  | Not applicable |  | Not applicable |  |
| Rattles | 2 | 85 | 110 | NA | 115 | NA | 115* | NA | 115* |
| Squeeze | 2 | 85 | 110 | Not applicable |  | Not applicable |  | Not applicable |  |
| Pull along or Push toy | 1 | 80 | 110 | LAFmax 85 | 115 | LpAmax 85 | 115* | LpAmax 85 | 115* |
|  | 2 | 85 |  |  |  |  |  |  |  |
|  | 3 | 90 |  |  |  |  |  |  |  |
| Percussion toy | 2 | 85 | 110/130 | 85 | 115 | - | 115 | - | 115 |
| Wind toy | 2 | 85 | 110 | Not applicable |  | Not applicable |  | Not applicable |  |
|  | 3 | 90 |  |  |  |  |  |  |  |  |  |  |
| Cap-firing toy | 3 | 90 | 110/125 | - | 125 | 85 | 115*/125* | 85 | 115*/125* |
| Voice toy | 1 | 80 | 110 | Not applicable |  | Not applicable |  | Not applicable |  |
|  | 2 | 85 |  |  |  |  |  |  |  |  |  |  |
|  | 3 | 90 |  |  |  |  |  |  |  |  |  |  |

## Notes:

1. *marked noise is applicable to impulsive sound only where the sound pressure significantly exceeds the ambient noise in duration $<1$ second.
2. $L_{\text {Aeq: }}$ ' $A$ ' is the A-weighted emission sound level; $L_{C \text { peak: }}$ ' ' is the C -weighted peak emission sound pressure level.
3. Exposure category 1: Toys emitting sound during time period typically longer than 30s after each initiation; Category 2: Toys emitting sound during time period typically shorter than 30 s but longer than 5 s after each initiation; Category 3 : Toys emitting sound during time period typically shorter than 5 s after each initiation.
