

## Tires

Note that r-comps are defined as having tread wear less than 110

non-DOT legal	-> +30
grooved R-comps	-> +22
cross-tread R-comps	-> +10
summer tires	-> 0
all-season (M+S)	-> -10

## Wheels

Wider front wheels -> +1 per 0.5" increase

Wider rear wheels -> +1 per 0.5" increase

## Suspension

Note that a stock BMW suspension means having BMW shocks and/or BMW springs

BMW base non-M suspension	-> 0
BMW sport or performance package	-> +2 (+1 for shocks and +1 for springs)
BMW M suspension (includes competition package)	-> +4 (+2 for shocks and +2 for springs)
aftermarket suspension	-> see below for points

## Aftermarket/modified suspension

Note that if you have a SMW Sport or //M suspension you will get refunded those points if you have an aftermarket version

non-adjustable or single-adjustable shocks	-> +3
double-adjustable or triple-adjustable shocks	-> +5
front sway bar	-> +2
rear sway bar (without adjustable perch springs)	-> +2
springs (without adjustable perches)	-> +4
springs (with adjustable perches)	-> +9
springs along with major suspension changes (relocate mounting points, custom control arms, etc)	-> +20

## Gears

differential gear changes -> +2

## Drivetrain

lightweight flywheel -> +1

## Camber

note that this applies to things ADDED to the car that increase camber (camber plates, shimming the struts, swap strut hats, etc) and does not include the additional camber gained from alignments or lowering the car

increased front camber (3 series e30 and prior, 5 series e28 and prior) -> +4

increased rear camber (3 series e30 and prior, 5 series e28 and prior) -> +1

increased front camber (all other) -> +5

## Transmissions

manual, or SMG, CVT -> 0

steptronic or CVT -> -1

fully automatic (no steptronic) -> -3

## Weight reduction

aftermarket sport seats -> +1

rear seat removal and/or removing trunk lining -> +1

stripping of interior (dash, glove box, etc) -> +1

lightweight hood and/or body panels -> +1

AC removal -> +1

Airbag removal (other than steering wheel airbag) -> +1

interior carpeting and/or sound deadening removal -> +2

additional unclassified weight reduction -> +2

## LSD

if your car does not come standard with a LSD, look up the LSD points for your car. The LSD point values for each car are found in the Base Points document.

## Engine

Additional classification points for engine mods are based on % increase in engine horsepower those mods provide.

You can determine the % increase in 3 different ways:

- you have a dyno chart for your car
- you have manufacturer's published numbers for your mod
- you can use our assigned % increase in hp for your mod

### Step 1

#### You have a dyno chart

Take the max hp number on the chart. That is the hp at the drive wheel(s). To convert that to bhp, divide by 0.85. That is the bhp of your car. Subtract the stock hp for your car from that and then divide that number by the stock hp. That will give you the % increase in hp for your mods. Here it is in formula form:

$$\% \text{ increase in hp} = \frac{((\text{max hp on the dyno}) / 0.85) - \text{stock hp}}{\text{stock hp}}$$

Proceed to Step 2 to lookup your classification points if all of your engine mods are included in the dyno.

#### You have manufacturer's published numbers

Take the manufacturer's published number and divide by the stock hp.

$$\% \text{ increase in hp} = \frac{\text{Manufacturer's published hp increase in hp}}{\text{stock hp}}$$

You can repeat this calc for every engine mod you have published numbers for. Total the percents together. If you have the % increase for all your mods, then proceed to Step 2.

You do not have a dyno or manufacturer's published numbers

Find each mod you have in the chart below and add together the % increases.

Engine Mod	% increase in hp
Big bore throttle body	1
Exhaust	2
Headers	2
Manifold	2
Removed cats	2
Underdrive crank pulley	2
Injectors	3
Air intake	4
Underdrive pullies	5
Valves/headwork	6
Distributor	6
Software (ODB2) (non-turbo engine)	7
Chip (ODB1) (non-turbo engine)	9
Carbs	10
Fuel Injection in place of carbs	10
Cams	11
Supercharger pulley reduction	15
Piston/bore or stroke or comp increase	20
Chip/software (turbo engine)	30
Supercharger (not twinscrew)	40
Turbo or twin-screw supercharger	50

Add together the numbers and proceed to Step 2.



## BMW GGC Classes

Note that you may always choose to run in higher class than your car class

Class	Point Range
C	0-39
B	40-49
A	50-59
AA	60-69
AAA	70-79
Gonzo*	80+

\*Gonzo is an adjusted class. The times in Gonzo will be adjusted according the TDS formula. The top time in Gonzo will be the best adjusted time. Drivers choosing to run in Gonzo that have a car classed in a lower class will automatically have 80 points assigned to their car. Fastest Time of Day (FTD) will remain a raw time.

TDS Formula:

$$\text{adjustedTime} = ((60/59.901)^{\text{points}}) * \text{realTime} * 0.85$$