

### How a Driver's GPL score is calculated

- ◆ At each Round, a Driver's can score points in four different ways:

**Qualifying Points:**

Pole position 20 points, 2nd 19, 3rd 18 and so on down to 1 point for 20th qualified

**Finishing Points:**

Winner 20 points, 2nd 19, 3rd 18 and so on down to 1 point for 20th finisher

**Lap Points:**

1 point is awarded for each lap completed

**Improvement Points:**

5 points awarded for each position gained by the finish over that on the qualifying grid, apart from those positions collected outside the number of classified finishers

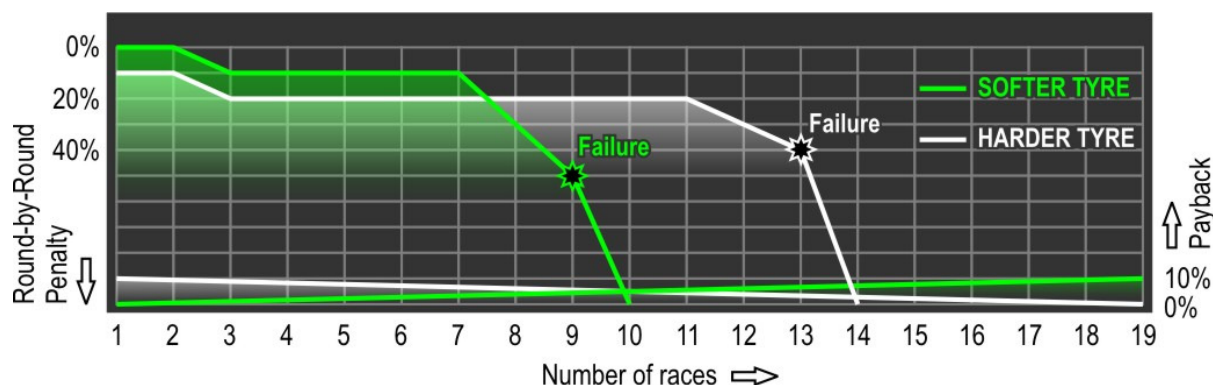
- ◆ For example:  
In a race of **9 finishers**, Driver *Dick Dastardly*:

**Qualified** 12th (9 points), **Finished** 5th (16 points) and **Completed** 60 laps (60 points). He **Improved** 7 places in all, however 3 places were outside the number of classified finishers, so only 4 places are counted (20 points), therefore **Race Total** = 105 points

- ◆ At each race, I add together all the Race Totals of your selected Drivers, and this becomes your **Round Score**.

### How GPL Race and Pit Stop Penalties are calculated

- ◆ At every race you'll receive a variable **Round-by-Round Penalty** specific to your current Tyres. The Softer tyres offer a lower penalty but are not as long lasting as the Harder tyres. The coloured lines on the chart below show the different penalty profiles for each sort of tyre.
- ◆ The good news is that at every race you'll get back some points via the **Track Payback**. This is pre-determined for each tyre over the full season; the Harder tyre has a profile that falls during the season, mirroring a rising profile for the Softer. These are illustrated along the bottom of the chart below.



- ◆ Finally, every time you make a Pit Stop there's a penalty to pay, this year a fixed Basic Penalty of 150 points.

For examples and further explanation please visit the [GPL Pit Stop Page](#).