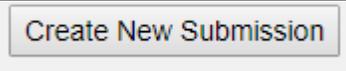


Blender License Submissions

A blender license submission is required when a manufacture is utilizing an approved original formulation. The blender license request will refer to the original formulation via the original formulator’s formulation code. No modification of the original formulation is permitted. Blender License requests require that a sample be shipped to the TMC for analysis. To create a blender license request do the following.

1. Click on the button 

2. Select Blender License as the Application Type and the appropriate Region, Fluid Type and Tier 1 Designation.



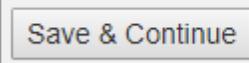
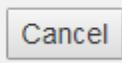
Application Form

Submission ID	TBD	Company	TMC
Application Type*	Blender License ▼	License Region (Blenders & Rebranders)	Select region ▼ Other: <input type="text"/>
		Are you presently a Tier 1 engine oil supplier to GM (Blenders & Rebranders)	Select Y or N ▼
Fluid Type*	Select fluid type ▼	Viscosity Grade*	

3. Fill in information for fields below. The original formulation code must be entered exactly like the original formulator’s approved formulation code. Original formulators supply this code. Blender’s formulation code is your companies identifying formulation/product code.

Blender Information No deviations from the approved original formulation are permitted	
Blender Formulation Code*	<input type="text"/>
Original Formulation Code*	<input type="text"/>
Blender Name	Select a Blender Name ▼ Add Blender Name
Licensee Name	Select a Licensee Name ▼ Add Licensee Name
Blender’s Description*	<input type="text"/>

4. Mailing contact and invoice information can be changed from what is displayed if needed.

5. Once everything is entered on the screen click

- Once you click Save & Continue, an authorization request is sent via email to the Original Formulator company that you specified in the original formulation code box. The original formulator will now have a record in their authorization que indicating your request to use their formulation. Your submission is locked and displayed in red until the original formulator authorizes your request. Once the request is authorized you will need to go back into the submission and log a sample.
- An initial production/lab sample will need to be logged into the record by selecting the submission record on the Submission screen. Use the show/hide hyperlink to display the log sample section on the Dashboard screen. Click on Log Sample.

Samples Shipped for Analysis ([show/hide](#))

Batch #	Date Shipped	Date Received by TMC	Date Shipped to GM	Sample ID	TMC Status/GM Status	Reprint Label	Comme

- Enter the required sample information and click the Save & Print button

Batch #	Production Facility	Location	Date Shipped	Sample Designat
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="(YYYYMMDD)"/>	Initial Production ▼
<input type="button" value="Save and Print"/>		<input type="button" value="Cancel"/>		

Clicking the Save & Print button will display a packing list and a shipping label pdf file. The shipping label must be attached to the sample container when sent to the TMC for proper identification of the sample. Use an F-style 1 gallon can to ship the sample to the TMC.



- Once the sample is logged you can then submit the record by selecting Submit for Approval and clicking on the Submit button

<input type="button" value="Save Submission"/>	
Entire Packet Action	Comment
<input type="radio"/> Submit For Approval	<input type="text"/>
<input type="radio"/> Expunge	<input type="text"/>
<input type="button" value="Submit"/>	

- After doing this and shipping your sample to the TMC you are done. When the TMC receives your sample, analysis will start. Once the sample analysis is completed the results will be forward to GM for review. GM's CCA manager will then handle any license details and send you an email regarding the status of the license. The site will show the submission status of your request after the CCA manager completes the review. If you have any questions please contact Sean Moyer @ sam@astmtmc.org

Note: Any brand submissions are done as a Brand License request. Brand License submissions reference a Blender's Primary License Number.