



Farrout Slot Car Club

2023 Survey for 2024

12/15/2023

Farrout Slot Car Club Survey 2023 for 2024

Goal

- To get everyone's POV and to allow all members to see the POV's of other members
- To get specific feedback and ratings of current classes, tracks and feedback on various ideas we might consider

What

- Surveys have been done – mostly annually – since 2004
- Comments are not edited at all & are presented back to the members
- We typically have Round 1, with Round 2 if items need to be decided

Survey Participation

- 2023 – The 40 who responded to the survey represented 88% of all 2023 race attendees by races completed. 39 of 40 completed all 11 questions

Farrout Slot Car Club Survey 2023 for 2024

Results

- As we have replaced a class and brought in a new one in each of 2022 and 2023 we will not be replacing any class in 2024

Summary

- We are happy with our classes, tracks and technical approach
- All classes and tracks were given above average scores by people who represented 88% of the laps raced YTD 2023
- Where opportunities exist for improvement are in general support of each other on race days and specific small changes to how we do race days and prepare cars in the existing classes

Classes Ranked by Avg Score

(Scored 1 to 7: Top2; Mid 3; Bottom2)

All 9 classes scored above Neutral and all but 1 scored higher than in 2022. Overall scores are 61% Top 2 Box, 34% Mid 3, 5% Bottom 2

Two classes have lower than 50% Top 2 scores but also had large groups of neutral votes

No class scored as low as last years departing class (4.0 Ninco GT 1)

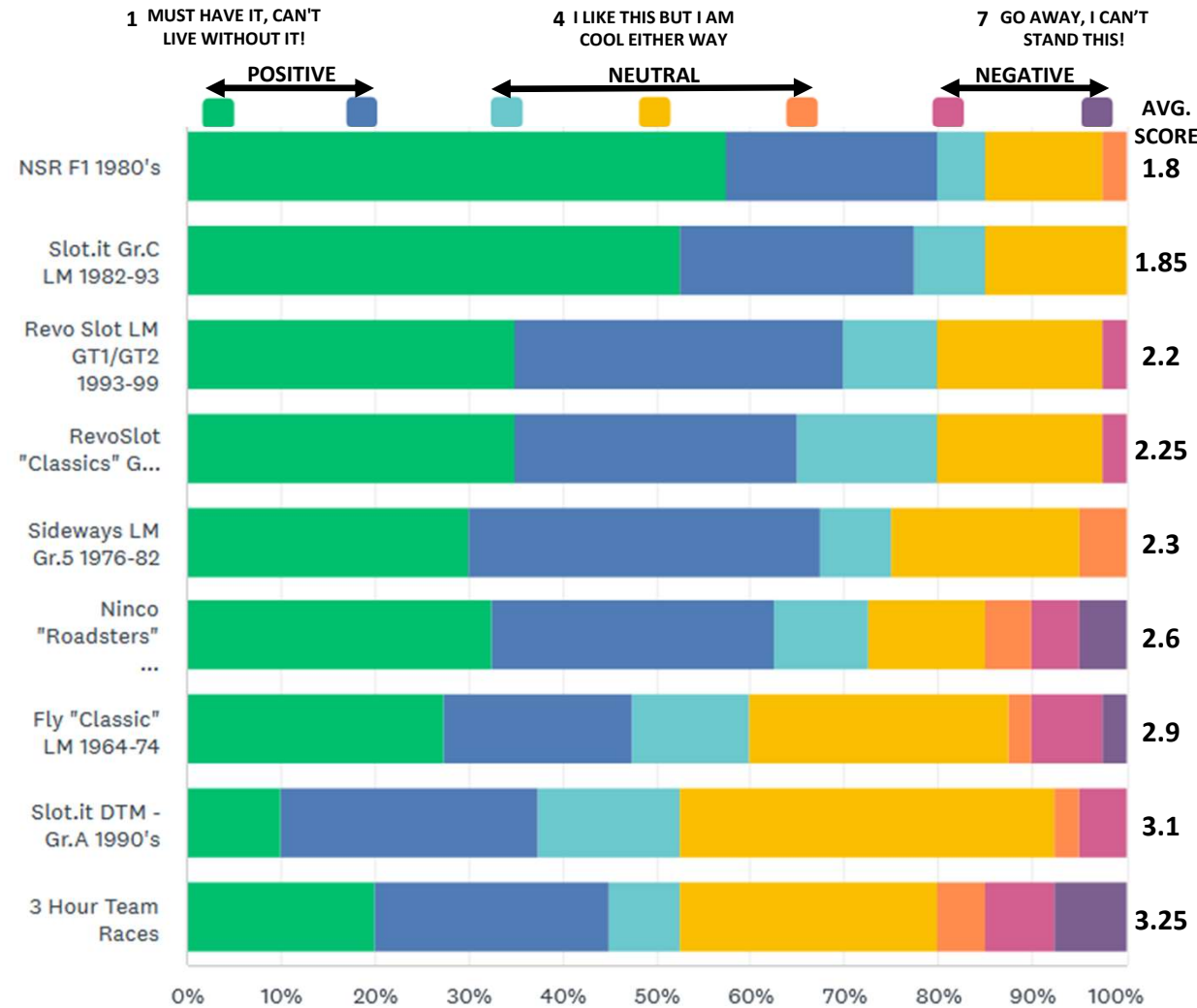
Note: lowest ranked class is also class with dominant car

1. **NSR F1:** 80% Top 2, 0% Bottom 2. 1.8 vs 2.3 in '22
2. **Slot.it Gr.C:** 78% Top 2; 0% Bottom 2. 1.85 vs 2.3
3. **RevoSlot GT2:** 70% Top 2; 3% Bottom 2. 2.2 vs 2.5
4. **RevoSlot Gr.2:** 65% Top 2; 3% Bottom 2. 2.25
5. **Sideways LM Gr.5:** 68% Top 2; 0% Bottom 2. 2.3 vs 2.8
6. **Ninco LM 1950's:** 63% Top 2; 10% Bottom 2. 2.6 vs 2.7
7. **Fly LM 1960's:** 48% Top 2; 10% Bottom 2. 2.9 vs 2.9
8. **Slot.it DTM/Gr.A:** 38% Top 2; 5% Bottom 2. 3.1 vs 2.7
9. **3Hr Team Races:** 45% Top 2; 15% Bottom 2. 3.25 vs 3.3

No classes will change for the 2024 Season

Each person voted each class from 1 (Best) to 7 (Worst). 4 is the mid-point ("I like this but I am cool either way").

Top 2 & Bottom 2 are usual ways to gauge passion (for and against) a given question. Mid 3 are considered Neutral



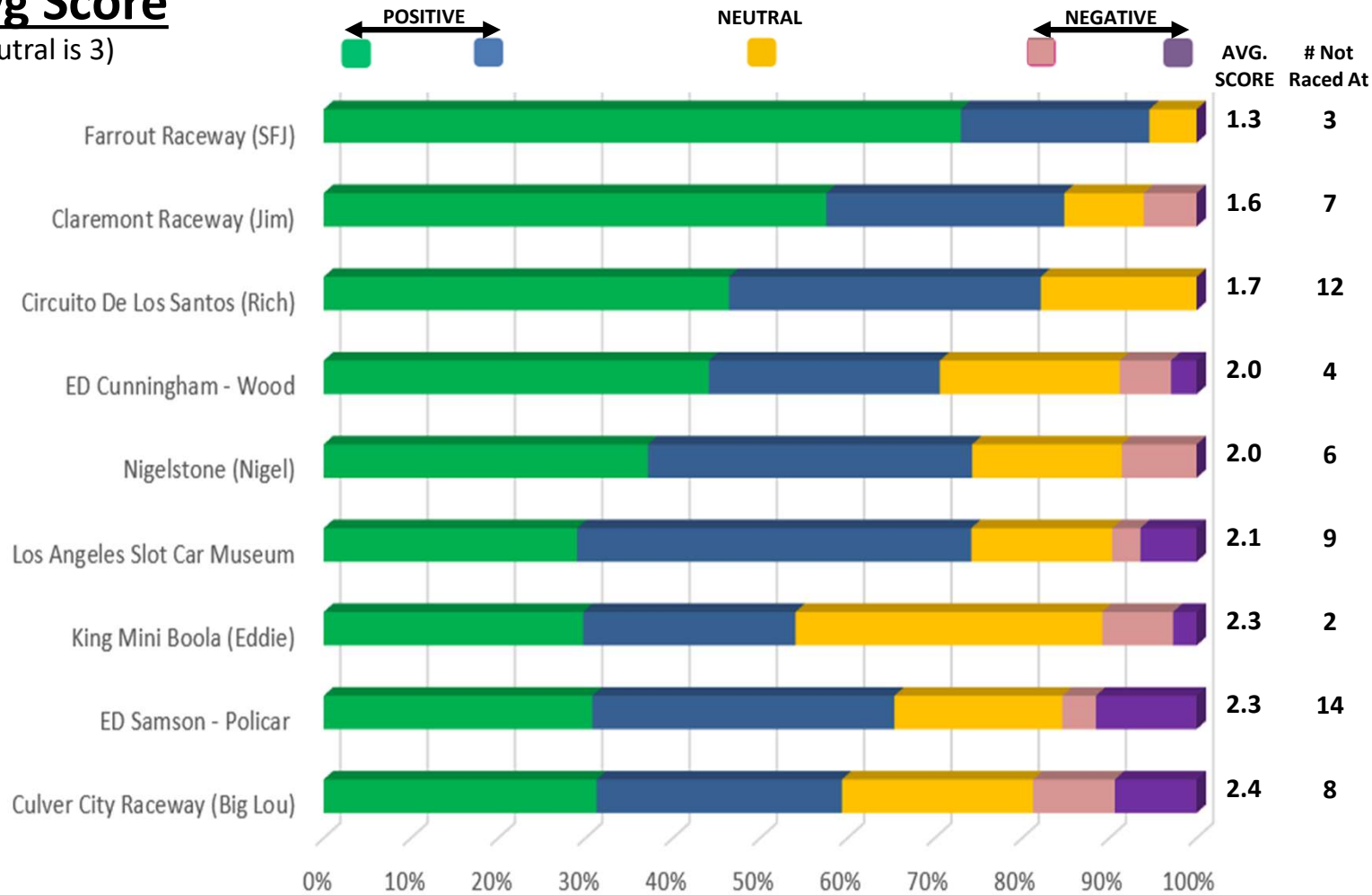
Tracks Ranked by Avg Score

(Ranked by Score – Average/Neutral is 3)

All tracks scored above the average (3) and scored 74% Top 2, 18% Mid, 8% Bottom 2

All got more than 50% in their Top 2 votes out of 5

Even the 2 lowest ranked tracks had only 3 negative votes each (5%)



Each person voted each track from 1 (Best) to 5 (Worst). 3 is the mid-point. 2 top & bottom are usual ways to gauge passion (for and against) a given question.

Track Comments: We are happy with the tracks we race on, although we all want more variety!

- I always feel bad saying it but I honestly do not love Eddie's track. I feel it is not well maintained. I also feel like Nigel's track could be spruced up. I know it takes a lot to keep these things up. But I am giving my honest opinion
- Having a place to sit is important
- I like all the raceways and appreciate the work done to maintain them.
- For some reason I am not enthusiastic about the 3 lane tracks but both owners are excellent hosts. I am very very appreciative of all the hosts and their tracks. Club would not be the same without the variety
- Track owners to provide lint rollers always
- Eddie's would get a 1 if it was in good shape
- For me at the Electric Dreams track. I you race in the first race then you have to sit for 2.5 hours. I like to mix it like at the other tracks meaning racing at various times during each class of cars.
- King Mini Boola has suffered water damage and rat infestation (True!) and the owner has stated he will get it prepared and race-ready for the 2024 Season. Samson Raceway might try running it in the other direction (straightaway downhill) and moving driver's station to provide a marshal in the middle of the six drivers. Or maybe moving three drivers to the other end of the track.
- I graded on a curve, but I luv all the tracks and appreciated the hosts!
- Wish we had more people with tracks.
- Eddie's track needs work, lap counter issues, controller issues
- Just me but not fond of high horsepower tracks or ones where your car is out of sight for long periods of time, otherwise let's go racing. Can't ask for much Stephen, you have created an awesome race program and it's much appreciated!
- Bring Bruce's track back! And Craig's!
- Atmosphere at ED is not conducive to the comradery of the FARROUT club.
- Only the current racers opinions should count not the 100 other members who we never see. *[SFJ Note: the people who voted represent 88% of all racers racing at club events this year. 4 of 40 raced with us in 2023, 36 of 40 raced with us within the last 18 months]*
- I grew up racing on longer tracks to run on with the same caliber as Le Mans. A proportion of all speed ranges of the car in the track layout are covered. Although slot cars can't change gears to reach flat out top speed ranges, the same concept still applies for the given sport/hobby. Granted home tracks (sometimes) can't provide the space needed for such aspects as top end speeds, it should at least be considered, but that is still the builders preference. A good mix of a track build is 30% drag race, 10% acceleration from difficult turns, 10% braking into difficult sections, 25% slalom course, and 25% NASCAR (sweeping turns). It's hard to create such a dynamic from scratch without someone complaining about what they don't like otherwise (their subjective preference). The track, however, deserves consideration to be driven for what it is when raced on with out complaints. If you race it fine, if you don't, that's fine as well. But don't trash talk the track or the build. My only requirement is to have a full range of aspects for the driver and car as well to demonstrate the complete racing ability of both. Checkered flag or dead last. Lee

Note: All comments are posted as they were written

What would make race days more fun for you? 1

General happiness, Varied opinion on Earlier starts and Race Day Formats

- Here are two things that have stood out to me as far as taking some of the fun out of race days.
 - 1) Technical issues with the computer and how this affects starts and can drag out the space before and between race heats
 - 2) When there are lots of racers and there is too much gap between an individuals heats in a race
 - 3) Later start times if there are a lot of racers on a given day"
- It's hard for me to have much of an opinion here given the relatively few races I've been able to attend, however I've had a lot of fun at each race and I think the current format is working well.
- All seems good. Racing with Farrout is some of the best slot car racing you can do!
- Hard to comment on this. Haven't race much with you guys this year.
- Stripper Massage booths, my finger gets stiff and needs to be worked out.
- I think, making starts the races early., it is a good improvement
- Seriousness is a big drag especially when it's laced with negativity
- Keep up with your policy of keeping man-babies away. Nobody likes a sore loser. Even worse, a sore winner.
- Having racers use there least dominant hand to race, sounds like fun to me
- I have mostly raced at your track and Electric Dreams and I have never been disappointed
- Earlier starts

What would make race days more fun for you? Cont. 2

- I truly enjoyed every race day. Great camaraderie, help from other members and new ideas. While I have been inactive the last year, I conclude from some of the correspondence I have read, it's been overly competitive. I plan to get involved going forward.
- I appreciate the early start times.
- "More volunteer marshaling so we hear less of Stephen yelling at us.
- I like the earlier starts, gives more of the afternoon and evening back for other pursuits.
- More consistent posting of results and class/ overall standings on the website after race day."
- I think overall the race days are really fun, I think it's the perfect mix of structure and letting people do what they want, but I would like some more structure in the martial department (sort of like ED martial rotation) if possible so it's one less thing to think about.
- "Things are going well overall. Announcing of lap times can get excessive. People who come late to practice should not expect to practice beyond the allowed time. We are occasionally approaching too many (?) participants. (Is that possible?)
- These are minor quibbles: we have a great program going on."
- Can't think of anything
- Earlier starts
- Sorry, lots of fun as is, can't think of anything to improve it right now. (Other than making everyone move a few blocks from my house 😊)
- I mentioned before at the Electric Dreams track when racing in the first race then lunch is served at the end of the race. You could be sitting for 2.5 to 3 hours watching and marshaling. That is the downside for racing at Electric Dreams. I know we race with 6 lanes so I don't know if another system could be used. Maybe just race in four lanes and do not use the inside and outside lanes. I was not a fan of the new track that was built. This is just my opinion.
- Need to figure out how to get the slackers to turn Marshal. A specific turn marshaling system could be the answer. At the present not sure what the system could be but maybe a board on an easel with all racers names and heat numbers to make when someone has turn marshalled.
- Too much fun already...

What would make race days more fun for you? cont. 3

- Not too many things to complain about... when attendance gets close to 20 or more it can be a lot of sitting and marshalling for not very much driving time..... Just a thought, but maybe occasionally there could be events at two tracks on the same day, anyone who wants to drive with the faster guys on one track, and some who want a better chance to score a win or podium can go race on the other track... just an idea.
- Living in L.A.; actually, things are good as they are
- Things are good
- Limit practice for the top racers(top 5), they don't need it
- I don't like the race format at Electric Dreams as well as our typical format.
- Craig does a good job announcing, but when he talks to you while your concentration level is high, its a little rude.
- Only one suggestion on days that have lots of people, if the track has even numbers of lanes could we try running two lanes back to back to save time.
- I think we all try our best to be nice to our fellow racers when we drive and marshal but we have days where we miss the standard. I have been that guy that brain-faded when marshaling and the guy yelling as a driver I apologize and will try to not be that guy. I think we mostly do a great job of having fun.
- Old start times rather than ""dawn patrol"" if possible.
- Electric Dream's racing format is tiring.
- As mentioned before, atmosphere/dynamic at ED I does not jive with our Climate, in my opinion. Sorry, I just don't know of any way to change it to make it more enjoyable for me. The way the races are conducted at all the other tracks are great. We all have a great and enjoyable time.
- Starting earlier, to save half of the day.

What are some things that you would like to see changed in our club races, and why? 1

The one thing mentioned most was starting earlier, something we can discuss with hosts

- Start earlier, end earlier, lunch break, dedicated (and capable) race director. LESS commentary from Stephen (just kidding!!!!)
- I would be happy to make trophies. I have done it many times in the past for motorcycle events and group rides"
- Nothing really to add here other than to say that I am definitely willing to volunteer my time for setup days if I am available. I would like to do that at least once next year.
- I like that we adapt as the day goes. Stopping for lunch, though nice, is not good w a large turnout. An annual small participation box plaque would cool. Maybe we could even create some retro plaques for each year. Plaques like the small aluminum ones Marco handed out for heat wins at the NSR race. Maybe we pay for them. I would like to have a string of them.
- Have not attended
- No body likes me 🤔 🤔 😊 😊
- Prizes, for the best lap of the track.
- I only attended one event this year but as always it seemed well done. Having one person dedicated to doing a certain job for the entire event seems exhausting. Someone is always willing to step up as needed and that seems to be a good way to distribute the responsibility.
- Shorter heats, especially if there's over a dozen people.
- More comments from Steven are always welcome
- I think the race starting times are fine. Really I haven't found anything I don't like the way your doing things Stephen

What are some things that you would like to see changed in our club races, and why? Cont 2

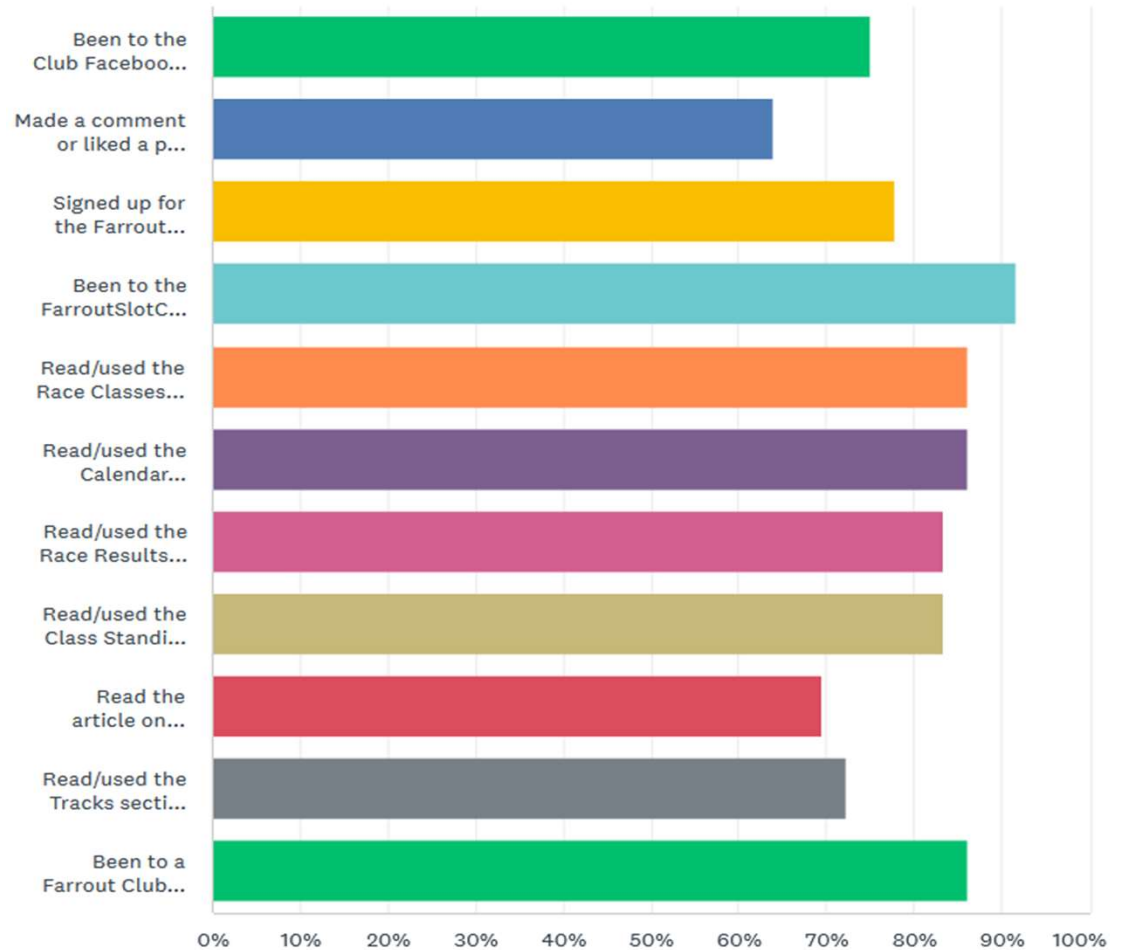
- I liked the way it was. Maybe start a little earlier.
- I currently enjoy the format and length of race. As said earlier starting earlier allows us to end earlier. (Traffic)
- I don't think there's anything I would change as of right now, the races are always a blast and seem overall pretty perfect to me.
- I like the early starts. 8:30 is not too early IMO. I favor lunch breaks exclusive of racing.
- Earlier starts
- Race reports
- Try to fit in more 4 min heats whenever possible :) maybe have the first race of the day @ 3min and the second race IF time permits (maybe by votes of those attending) make the 2nd race 4 min heats!
- Trophies or plaques would be nice although I would not get any other than in a team race.
- Start earlier and for me I prefer 3 min races over 4 min. I don't know if prizes could be done because the top guys would always win them. I do think a small trophy cool plaque. A more modern plaque vs the old school trophies for yearly places 1, 2 and 3 would be good.
- Maybe have some other events as a group like going to Irwindale races, Long Beach, the simulator place in Pasadena <https://www.worldofracing.com/> or K1 Go Kart racing in Burbank <https://www.k1speed.com/> The last two we might be able to rent the place out as a group.
- Maybe consider having us bring our own lunches or upping the race fee a bit? Inflation is real. I'd like to see photos of the top and bottom of the podium cars. i'll volunteer to take them at the races.
- Starting practice at 9:00 am with racing at 10:00 am. Should help with less traffic coming and leaving.

What are some things that you would like to see changed in our club races, and why? Cont 3

- All good.
- Okay, I know it's pointless to say, but I do think it's time to let drivers use their own controller. I wouldn't mind sharing my controller with a noob on race day and I'm sure others would do so as well. With more classes and more types of motors, the problems of non-adjustable controllers seem to be getting a little more pronounced.
- Can't think of anything
- Megaphone for race director calling out the next heat.
- Early start times always because of traffic
- Lunch break for socializing & fun conversations
- I like things the way they are
- As a race host I have mixed feelings of starting early/earlier, I feel for the guys that travel from 60 plus miles away.
- I like having a dedicated race director for my races and a backup. It seems to help keep things on schedule since I get easily distracted and slow things down.
- Race reports are nice to see!
- The races starting earlier is nice. It gives room in case there are problems at the track. No problems, we get home earlier. I like that you have been posting results quickly. I really like and appreciate the job you all did on the website.
- I like to see the results just after the race. Usually, Ed is the one posting on his social media. Plaques could be fun. I can help with that.
- Ability to use lighter fluid on NSR F1 tires to help make it easier to cut them down to size

We would like to understand how aware and how much you know about the resources available to you

- Over 90% of responders have been to the FarroutOutSlotCars.com website
- Between 70% and 85% of responders have been to Calendar, Race Results/Standing and Race Class resource pages
- 75% have been to the Facebook page, 64% have Liked or made a comment on Facebook
- 85% have been to a Club Setup day

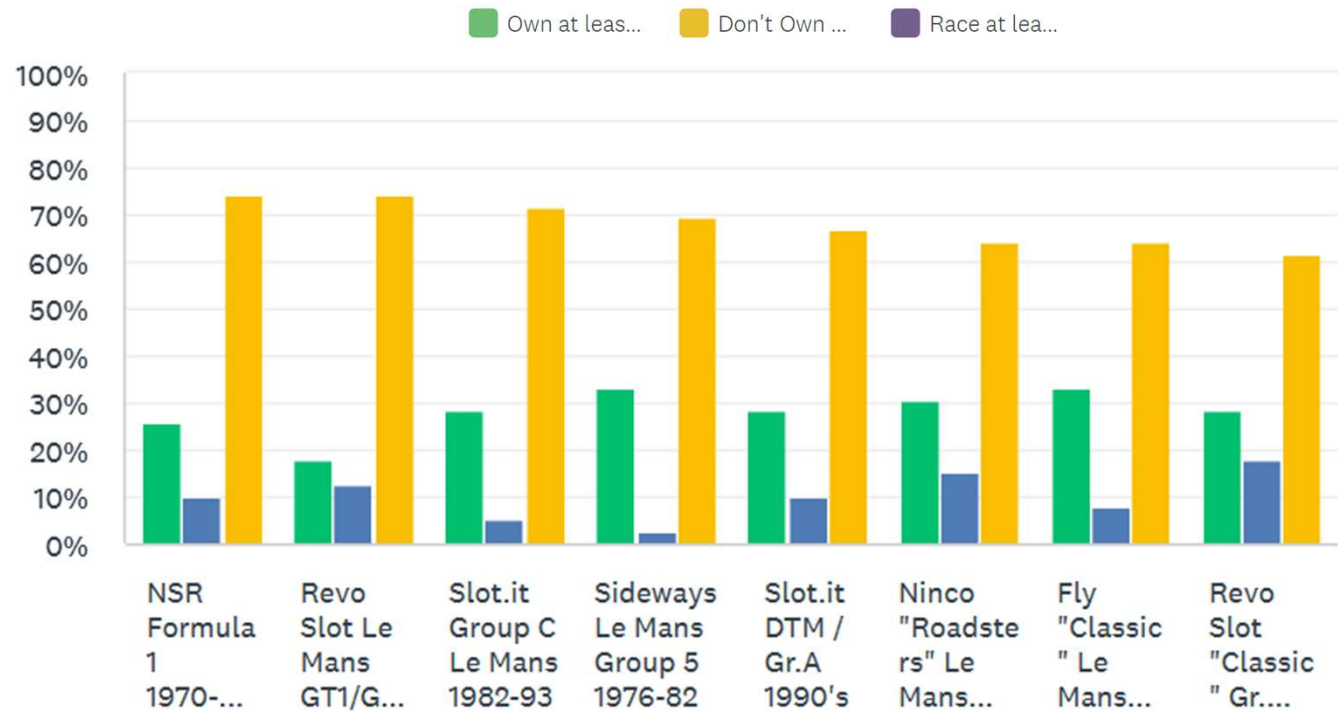


Comments on Resources Available

- I think simply having the webpage up and running was a big improvement. Great job on that.
- The Farrout website encompasses my dream and nightmares. Where is it! (-:
- I've signed up but no one adds me in, not a single email/text.
- None
- "Stephen, I think you do a great job with running the club and I know it takes a great amount of time to make sure everything runs right. Recently, I have been having stomach and more kidney stone issues. Thanks for understanding if I can only stay and race one race. If we had a team race I would make sure I stayed the whole time. Just wanted to let you know I appreciated you starting the club and I have a lot fun and that is what it is all about.
- Very few club members use the Facebook group. In fact, two posters who are not in the club do most of the posting. While their posts are about slot cars, I'd suggest making it open to posting only to club members. This might keep it more on club racing, or at least not seem like a totally non-club group.
- All good.
- Stephen, I want to let you know how much I appreciate you starting and continuing this club as long as you have. The only thing that keeps me from making all the races is family. Thank you. Thank you. Thank you.

In which classes do you own and not own a class legal car? If you have a class legal car do you race it/them?

- In general, 60 to 75% of us have cars we run in each class, this is up on last year
- Running your own car is more likely the more popular the class is (F1, Gr.C, GT2



In which classes do you own and not own a class legal car? If you have a class legal car do you race it/them?

- There are many members who are really good at setting up cars. This is really helpful for those of us who do not have the experience or know how. I have cars that have been set up by various members in almost every class including the used loaner cars I bought. These cars all run great and I am thankful for the generosity of the members in the club.
- Thinking about how many cars I own and how to store them can be stressful. Next question.
- My Ninco was stolen before I got a chance to race it. It's a black 356 convertible Porsche, single driver. If I ever see it I'll recognize it. It has detail work specifically done by me.
- I have several GT 40s. Not sure of all the manufacturers. At least one if Fly.
- Would love it if we could stop using Ortman tire on the group c cars
- Although I own cars in each class sometimes the loaners are better so I will race them on occasion
- I think the Loaner Cars are a core reason for the clubs success. Allows people to try things out before spending their hard earned cash!
- I appreciate the set up days.
- Thanks for providing the loaner cars. I attribute this to one of the successes of the club.
- lol. I have cars for every group except one. But I don't know without going to the garage which cars are in which group, so I made an educated guess.
- Slot-It Group C really is the best class. Lots of cars and liveries to choose from, and any car currently being produced can be a winner. Can't say that about any other class.
- Older open cockpit LMP (Avant Slot, Spirit, Ninco, Slot.it, Scalextric, Carrera,) would need to choose motor(s) that would fit in all models and pick tires. Lots of livery variety.
- Bring back the SCX 4X4 Rally class!!!
- The Ninco and Fly classes are the signature classes of Farrout but for new people these cars are escalating in price to point of being one of the most expensive cars field your own car and replacement parts are getting to be impossible to replace. Is there any plans to replace these classes or are we going run them until we can't?
- I really appreciate you allowing the Predator motor in the 50s Lemans class. There are still plenty of cars out there, but the Ninco motors are hard to come by. If any of the current classes are voted out, perhaps a CanAm class could be introduced. Or a BRM class of the smaller cars like at the museum race. *[SFI: umm half of these are in the RevoSlot GR.s Classics Class]*
- I just finished online driving school and now this.

If we were to add another class, which classes might you be interested in? 1

- SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally SCX 4X4 Rally
- Slot-It vintage Le Mans sidewinders Alfa Romeo, GT 40, Ferrari, several others
- Scalextric muscle cars
- Carrera GT modern era
- Thunderslot and NSR CAN-AM
- Can Am (Thunderslot), Classic F1
- Can Am, BRM smaller cars.
- I know that I should suggest something, but I can't. I think you have a great mix. Particularly, I don't like to have 2 REVO classes, but that's too late. Very hard to get parts, and it will not change. The NSR class with the F1 is my favorite, and I think we should have another NSR class in the future.
- One thing that I should point out, and I don't know if the opportunity will show on the next page, but, because of the developments at Electric Dreams - same classes, like DTM and F1 NSR were developed and you can see those developments at the FarrOut Race. We should review some, or even slightly change. Tires are a problem. There's no way to tell if there are fluids, or if the racer is using a different compound. At the last race, I saw several guys using low tires, polished with chemicals. I don't think it was bad faith, was just what they have ready to go. "
- I don't know if you need a single class champ. One overall champ would be good, and we should let people more aware of that, during the season.
- The ability to add ballast to Sideways cars may make them more enjoyable to drive.
- It would be great if a more durable replacement could be found for the plastic wheels on Fly and Ninco cars
- Don't have enough experience in this area / I'll leave it to the experienced / I really have no opinion on what to race

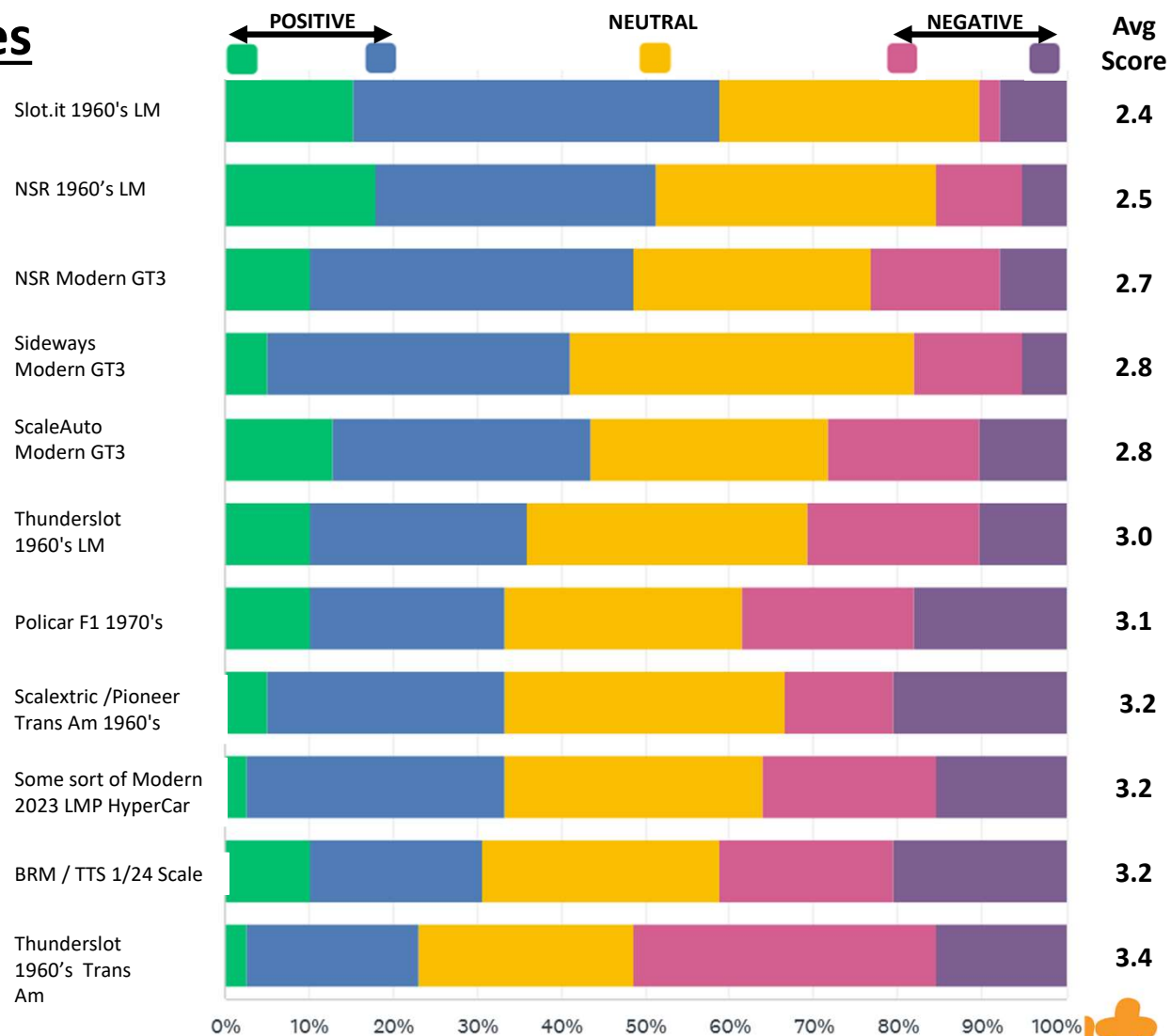
If we were to add another class, which classes might you be interested in? cont. 2

- I think the Policar vintage F1 would be a great FarrouT class. Great looking cars that are surprisingly quick and a lot of fun to drive and race with minimal setup. Everyone that raced them at Electric Dreams this year really enjoyed them.
- Can-am. The racers say the Thunderslots are good cars. Maybe the MR Slots and others can be allowed as well.
- I love Scaleauto 1:32, modern GT
- If we have any tracks big enough to race them effectively, stock cars!
- Again I believe Scalextric has both 50 s and 60s FI cars. I have several and they run pretty well with better tires. Also what ever class it is that runs 50s Jag D cars. It would be a lot of fun to race vintage LeMans cars but that's just me.
- I would love a slot.it 60's lemans/can-am class to replace the fly lemans class. While the flies are beautiful, parts are often pretty scarce if anything breaks and the cars honestly aren't the most fun to drive, and switching the class to slot.it would solve all these problems in my opinion, I'd even be willing to give some of my cars to be loaners if we did do it.
- Don't have enough knowledge to suggest additional classes.
- Increasingly we're getting more members from the Electric Dreams side of life. By that I mean those who are aware of substitute parts for increased performance. This makes it somewhat difficult for new members to race our two oldest classes: Ninco 50s and Fly. One thing that would make them easier is to (here we go again) allow metal wheels in both classes, and NSR tires and good replacement gears in the Fly class. I believe there is a kit made that includes a pinion, sidewinder gear, and metal wheels that could be a spec setup. Yes, added expense, but not so back if it's just put on one or two race cars.
- Happy with existing class structure.
- 60s Indy car races although I know how problematic that is . 60s FI or even 70s. I like vintage F1 even fifties. I wish we could motivate these guys to build so me could have built car races that are unlimited just for fun
- I am ignorant when it comes to this subject. Best decided by those with knowledge.
- NSR Abarth (Fiat 500) class could be fun.
- 4-wheel drive class could be fun if suitable cars are available...
- NSR or Slot-it classic class to replace the Fly class might be a good idea. Parts for Fly are scarce and almost nobody races Porsche 917's, Ferrari 512's or Lola T70s, all of which were the iconic cars of the day."

Prompted Potential New Classes

(Ranked by Score – Average/Neutral is 3)

- No class improved on last years best new class score of 2.2 on 1 to 5 scale (RevoSlot Classics)
- Overall, the highest rated potential future class was the Slot.it 1960's class with a 2.4 score out of 5 and highest Top 2 Box score of 59%
- Grouping the classes into Racing Era's
 - 1960's Le Mans scores best at 2.6
 - Modern GT3 scores 2.8
 - 1970's F1 scores 3.1
 - Modern LMP /Hypercar scores 3.2
 - 1/24th scale scores 3.2
 - 1960's Trans Am scores 3.3
- No class will be replaced in 2024



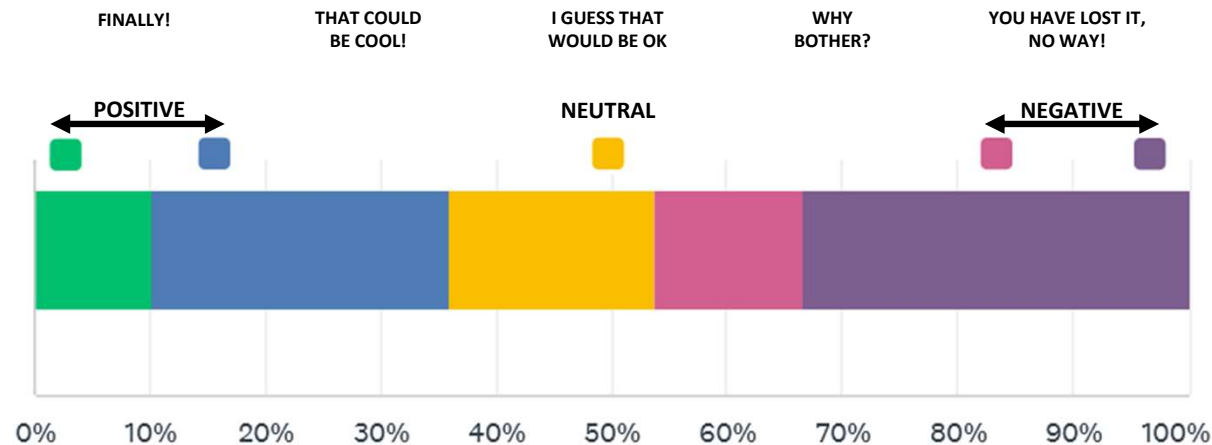
Each person voted each potential class from 1 (Best) to 5 (Worst). 3 is the mid-point. 2 top & bottom are usual ways to gauge passion (for and against) a given question.

New Classes Ranked by Avg Score

- I love that new classes are being considered
- Any one of the GT3 classes could be fun. It's the class with the most new stuff going on. Thunderslot would likely end up being dominated by the M6A, in my opinion. LMP would be fun, but I would suggest a manufacturer with more cars out and a milder motor (eg. Slot It). Policar F1 (which was my suggestion as well) would probably be one of the most fun out of these classes. It was a lot of fun at Electric Dreams this year. NSR Le Mans would be good as well, but I can already tell you that it would be dominated by the 908/3.
- I think we have all of these covered with more interesting cars. I'm not ready to give up the Flies yet. As I see it first Fly brought the true scale cars and then Slot.it brought the race cars, so I will always honor them first. The Revo Slots are too fun not to race. The door slammers are covered with the superb Revo Slots we have. Were kind of stuck w/o more classes.
- I'm not a fan of super fast motors in any class that are not realistic to scale speed.
- MR Slotcar GT's
- Thunderslot CanAm cars are excellent cars to fit the "out of the box" Farrout approach. Hypercars would help to bring the Farrout club of cars into a new century.
- In some of the classes where there are large discrepancies in performance from car type to car type, maybe some type of handicap system. i.e., if you race a cobra in the Ninco class your lap total will be multiplied by a factor, such as 1.1, so if you do 50 laps total you are credited with 55. Just to equalize the cars and get more car types on the track.
- Like the LMP but with open cockpit cars. Spirit and Avant Slot probably make more liveries than the other manufacturers.
- Most of the cars mentioned are similar to what we race already, just the different bodies
- The earlier cars are more fun to race because they have less adjustments
- NSRs, Slot It's, etc need adjustments before each race depending on the track, difficult for the newbies
- ThunderSlot TransAm will be fun once more car types come out. Can Am !
- BRM's are expensive and hard to get. No parts available. Too many Slot.it. LMP sounds lovely but impossible to set rules with so many manufacturers. GT3 cars are too fast for the club.
- I have no idea about such things.

Are we interested in a class where we allow free choice of gears, guides and tires? Vote Left (like MOST) to Right (like LEAST)

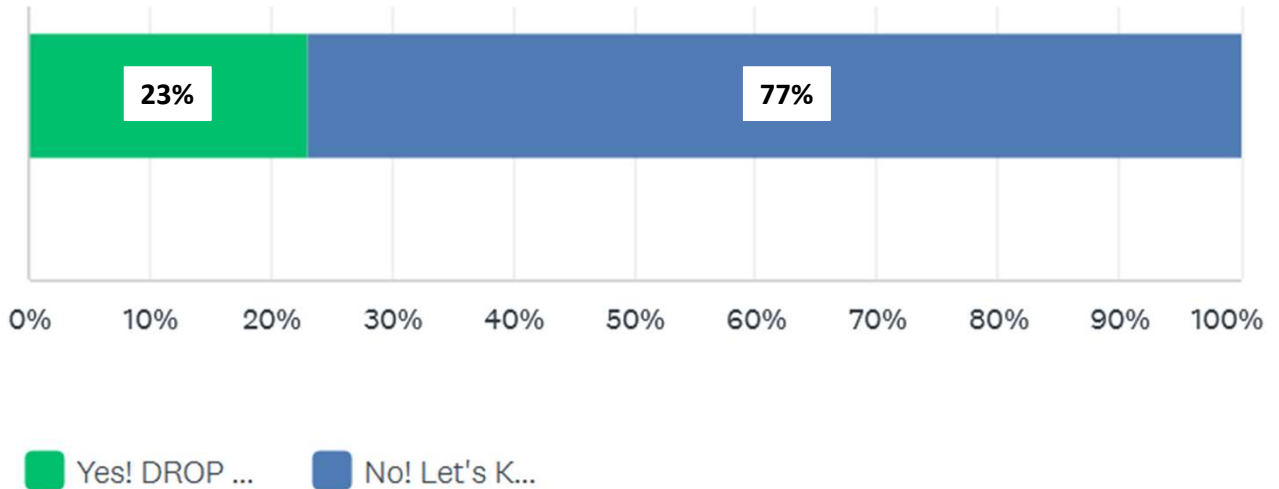
- 46% of us are not interested in allowing more freedom in parts, equally 36% are interested in exactly that idea!
- There is a small swing against the idea between last year and this year (46% vs 41%)
- However, note the Bottom Box passion is 3 times the Top Box passion (13 votes to 4) against the idea
- We will not be opening up freedom of choice in running gear etc. in any classes
- You can already tinker a little in some of the classes (using parts that come in the box such as the Sideways offset motor-pod or deeper guide in Revo Slot)



Each person voted from 1 (Best) to 5 (Worst). 3 is the mid-point. 2 top & bottom are usual ways to gauge passion (for and against) a given question.

Would you be in favor of DROPPING one of our 8 designated classes and adding a Drivers Championship? This does not allow us to drop Team Races

- 77% of us do not want to change the current overall race structure, 11% points more than last year
- We will continue with 26 race days
 - 21 days will have 2 race classes
 - 5 days will have Team races



Would you be in favor of DROPPING one of our 8 designated classes and adding a Drivers Championship? This does not allow us to drop Team Races

- Drop Slot.It DTM
- Drop Ninco 50s (unless we are allowed to change to metal wheels)
- Drop anything except F1
- Problem with the driver's championship format was always that the cars get beat up over the course of the day, so the winner gets determined by the order in which you drive the cars.
- Cut team races to 2. Have 3 driver championships.
- Only drop a class if we are allowed to replace the Team Race
- Drop NSR F1.
- Drop Ninco 50's