

at a Course!

Nationals competition took place.

Babb and Johnson definitely have their own styles, but they agree on the fundamentals of good course design. Both designers think a course should offer enough room for drivers to choose their lines, should be clearly laid out so everyone can follow it, but should also offer enough challenges to separate the top drivers from the rest of the pack.

"Make it technically challenging so the truly superior drivers have the opportunity to rise to the top," says Babb, "while at the same time allowing enough room on the course for everyone to have some fun. And make it visually clear and obvious."

MAKE IT FLOW

When Solo drivers talk about "technical" courses, they are generally speaking of ones that require "technique," including forethought, discipline and accurate car placement, as opposed to simpler courses that anyone can blast through with ease. When they talk about "flow," they are touching on a vague concept of maneuvers that lead smoothly from one to another, where momentum can be maintained by skillful driving, without sudden changes in

One of the fun—and challenging—things about Solo II is figuring out the course. A hallmark of a good Solo course is allowing different drivers to find their own line. As exemplified at left, two drivers may put their cars on different parts of the pavement, and come closer to or stay farther away from any given cone.

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