

Car Attributes

1. Tune Radio
2. Local vs x country
 - b. Tube radios, catch AM signals from long distance at morning and evening
 - c. no homogenation of popular music
3. Key not needed to start
4. Huge trunks
 - c. one suitcase per child
 - d. Plymouth Belvedere
 - e. rain gutter also acts as good roof rack
 - f. under dashboard ventilation via lever
 - g. wing windows for defrost, extra fresh air, good for hot days
 - h. no air conditioners
 - i. manual transmission
5. Safety
 - c. No Belts
 - d. No headrests
 - e. No side protection
 - f. no air bags
 - g. No warning lights, idiot lights, interlock systems, anti theft, air bags, no disc brakes
 - h. no bells when door open, head lights left on, low fuel, high temp
6. Easily accessible Fuse Block, manual hand brake, no intermittent wipers, day/night mirrors
7. Early windshield wipers were vacuum operated - didn't work when passing cars
8. Huge engine compartments -
 - c. engine, air cleaner, started out as oil bath air filter
 - d. battery
 - e. starter motor
 - f. oil drip pipe for engine blow by
 - g. generator
 - h. air cleaner on top of manual carburetor
 - i. some cars had manual choke. automatic chokes often failed in winter
 - j. Coil, distributor, points condenser, spark plug wires
 - k. high beam relay
 - l. radiator, no overflow basin
9. Shifter on column, 3 speed, few automatics - very inefficient, poor mileage. Even push button shifters on dashboard. No standardization of automatic transmission choices
10. high beam on floor
11. no change lane feature of turn signals
 - c. White not yellow signals and parking lights
12. 3 people across in front and back
13. Vertical windows in doors, seldom curved glass
14. no cruise control
15. Bumpers that actually were bumpers
16. Full Spare tire
 - c. Bumper Jack
 - d. Lift entire car off the ground, one small increment at a time
 - e. sometimes the bumper bent a little under the weight
 - f. Today - some cars do not have any provision for spare tire
 - g. no donut, blowup, nothing! Call your tow service with your cell phone
 - h. Or have the car make the call for you to central system
 - i. Changed to scissors jack as smaller cars emerged
17. Large dashboards for placing items on
18. feet up on dashboard as traveled
19. fold down seats in station wagons, slept
20. no air conditioning systems
21. carry extra water in burlap bag on front bumper, making it cooler
22. Simple round headlights - not expensive optic systems
23. Bulb replacement needed a screwdriver only
24. Spare parts available practically everywhere due to interchangeability
25. Cars were kept, repaired for many years because that was the culture
26. Automobile clubs, automobile car rallying, having fun in your car
27. Gasoline companies distributing free road maps of the entire usa
28. No self serve gas stations
29. Always asked if tires need checking, water in radiator, oil check, windows cleaned

Driving Observations

1. Winding roads
2. Dips
3. Curves
4. Narrow, single lane highways
5. 2 kinds of gasoline: leaded regular and ethyl. Sometimes a grade called Super
6. diversity of road surface, repair
7. overheated cars on sides of roads in summer
8. Lots of small towns, no interstate connected system

9. 500 miles was a VERY LONG day, practically not doable, average speed around 45-50 mph
10. Tires were not that good, failed often
11. Cross country trucking of vegetables and fruit went to the railroads

Automobile Tidbits

1. Electric cars popular at beginning of 1900
2. Most towns were quite small, allowing for a one day horse journey to town to unload food
3. Towns grew in size as the boundary for transportation grew outward
4. Manually cranking a car could result in broken arms, etc
5. Internal gasoline combustion engine won the war with steam and electric
6. 1911 Charles Kettering - Dayton Electric Company (Company exists today DELCO) received the patent on the the starter motor and generator (battery based system). This single fact relieved the electric cars from contention
- 7.
8. Availability of oil - spindletop in Texas
9. Taxes on gasoline allowed road expansion which allowed more cars to travel
10. Automobile financing - 3 yrs to 7 yrs to leasing as expense increased
11. Stats for 2005 - USA
 - a. 6,420,000 Accidents (reported)
 - b. Repair cost (230 Billion \$)
 - c. 2,900,000 Injured
 - d. 42,636 Killed (reduction from 52,000 per year in 70's and 90's)
 - e. 115 deaths per day = about 13 deaths per minute

Cultural Aspects

1. Lack of Media - tv was new, round, black and white, then color, then squarish, only part of the day, (society didn't have a 24 hour mentality)
2. No mobil phones - pay phones everywhere - 5 cents then 10 cents for local call
3. Operator assisted long distance calling
4. Going places was an outlet for staying at home
5. Malls did not exist
6. Drive inn movies
7. Drive inn restaurants
8. Driver's license - 2 kinds - one restricted to automatics
9. Air travel was very expensive

10. Long distance phone calls expensive
 11. Open Road was drawing
 12. Route 66 was for adventure
 13. Taking a vacation almost always meant a road trip, camping, travel by car
 14. Big lack of Music (video was out of the question)
 - b. Talked
 - c. Setting of radio stations was manual
 - d. observed, thought about things
 - e. read books, played games
 - f. Endless games on the theme of license plate numbers and letters; states plates seen
 15. Trends and Changes
 - b. smaller, rounder, less freedom, computer makes decisions, in ability to repair by self, modular replacements
 - c. GPS tracking
 - d. Insurance costs related to real time data of driving
 - e. auto remote start -
 - f. auto remote shutdown, limiting travel
 - g. Wireless travel boundary - government control
 - h. engine limiters
 - i. no steering wheel
 - j. permission to 'go' anywhere
 - k. fully electronic license plate/tax system linked to 'ability to drive the vehicle'
 - l. change of name from car to 'transportation method'
 16. Auto Car badges getting bigger - clothing, artwork, advertising
 - b. Nike, Jack Wolfskin, North Face, Coke,
 17. Throw away culture - endless stream of disposable vehicles for recycle
 18. Accident avoidance software
 19. Hacking of Cars electronic systems - good future for theft
 20. Driverless cars
 - b. convoys of DCars hooked and unhooked via software
 - c. destination via specified, allowable routes only
 - d. Parking software
- "And the three surviving American auto makers -- out of literally thousands -- can all trace common ancestry back to the turn-of-the-century machine shops of Leland & Faulconer and John and Horace Dodge" - Richard Wright, 1996 Wayne State University*