To say that the majority of the community is against the points fix is a blatant falsification of non-existent data. My server is still one of the most popular servers and I've been running the fix on my server for over a year now. If the majority of the players didn't want the fix, quite obviously my server would be dead.

You are also arguing the ladder in its CURRENT STATE. This is a bad argument as well. The formula used to calculate the ladder will be revamped as part of the TT projects.

- Player Count

Even the current ladder takes that into account so why mention that?

- Starting Credits

Since all players have the same starting credits, there is no need for this to impact the ladder score.

- Time Limit

Even the current ladder takes that into account so why mention that?

Weapons Drop

- Provide clear and distinct evidence that SSGM weapon drop benefits one team over another and this feature can be one of the things that disqualifies a server to be on the ladder.

Special Crates

- I agree that special crates shouldn't let a server compete on the ladder.

Ped Beacon

- Provide clear and distinct evidence that ped beacons benefit one team over another and this feature can be one of the things that disqualifies a server to be on the ladder.

Donate restrictions

- We are already considering imposing donate restrictions for competing on the ladder.

Since there is no dispute that the points fix balances the game and that unfixed servers provide a disadvantage for certain sides on certain maps, I don't see why it should even be argued at all that servers that want to operate in a way that disadvantages one team should be able to compete on a properly configured skill-based ladder.