

# 2025 Tampa Bay Grand Prix Participant Information

***Special Note: The 2025 Tampa Grand Prix is by invitation only due to space limitations. The 2025 event is only open to members and families of Trail Life Troop FL0007.***

## **The following competitions will be held:**

- Races for Trailmen by Official Rules with 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place trophies by patrol level (Adventurer, Navigator, Mountain Lion, Hawk, Fox)
- Races for and “Family and Friends” category by Official Rules with 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place trophies.
- One overall fastest time trophy by Official Rules will be awarded.
- Renegade Race open to all attendees by Renegade Rules with a 1<sup>st</sup> place trophy
- A car design competition for youth only (No Adults) using Design Competition Rules with 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place certificates
- Racer’s Choice Design Award for Best Design as chosen by the Racers participating.

## **General Grand Prix Guidelines**

- Each youth participant should build his or her own car, with adult supervision. Adults should not build cars while the youth watches.
- Each car built should be NEW each season. Do not recycle last year's car or its parts.
- Check-in and payment for all cars must take place online by the date published on the web site.
- Weigh-in and youth photos will be taken on the morning of the event.
- Cars entered in the Design Competition must comply with the Official Rules. (Renegade cars do not participate in the Design Competition)
- You may enter as many cars as you wish in any of the races you are eligible to compete in, but only your top car’s time will be considered when awarding trophies.
- Grand Prix officials reserve the right to determine each car's eligibility or ineligibility to race if an unfair practice is discovered that is not covered in the car design rules. The officials' objective is to hold a race that is fair to all of the youth who are participating. Those whose cars are in violation of the rules will be given the opportunity (time permitting) to make their cars eligible to race.
- TLUSA encourages good sportsmanship. Cars will therefore be disqualified if a participant or his or her parent or guardian displays unsportsmanlike conduct at the race. Remember, the object is for everyone to have a great time.

\*\*\*Race officials will be on the lookout for pre-cut cars that can be purchased online. Please follow the rules and start with the standard block.\*\*\*

# Tampa Bay Grand Prix

## Design Competition Rules

- 1st, 2nd and 3rd place certificates will be given for the best designs in each category.
- Open only to youth. (TLUSA and Siblings) No Adults.
- Must register your car under category at time of check-in.
- Renegade cars cannot be entered in the design competition.
- Categories for design are:
  - **Most Realistic** – Design your car to resemble a real-life vehicle, such as a sports car, classic muscle car, or even a replica of your family car, complete with detailed paint and decals.
  - **First Responder** – Build a car inspired by emergency vehicles like fire trucks, police cruisers, or ambulances, honoring those who rush to help in times of need.
  - **Military** – Create a design based on military vehicles, such as tanks, fighter jets, or armored transport trucks, showcasing strength and service.
  - **Outdoor Adventure** – Design your car to reflect the spirit of exploration, whether it's an off-road Jeep, a rugged mountain climber, or a kayak-inspired racer.
  - **Lego** – Incorporate Lego bricks into your design or create a car that looks like it was built from Lego, adding a fun and creative twist.
  - **Animals** – Shape and paint your car to resemble an animal, from a speedy cheetah to a fierce shark or even a playful puppy.
  - **Space** – Go beyond the stars with a rocket, UFO, or futuristic space rover design, capturing the excitement of space exploration.
  - **Games** – Bring your favorite video games, board games, or card games to life with a design inspired by characters, pieces, or themes from popular games.
- Please note that design cars must meet all of the criteria of the Official Rules, e.g., size, weight and materials.
- Design cars will be judged on the following:
  - Originality – How much creative thought went into the design?
  - Craftsmanship – How much work actually went into making the car?
  - Category – How well does it fit the design category?
  - No displays this year. Due to the number of cars we are expecting this year, we are

asking that you do not create displays for your cars. Also, if displays are included, they will not be considered in judging any design category.

- All racers will have the opportunity to vote for their favorite car design. This car will be awarded the Racer's Choice Design Award.

# Tampa Bay Grand Prix

## Official Rules



### Wood, Wheels and Axles

Your “Official” kit should look like this picture.

- An “Official” BSA Approved pinewood **BLOCK OF WOOD** must be used. It does not have to be BSA manufactured, just BSA approved. The block of wood must be exactly that, a block, uncut (other than where the axle pins go) and unshaped and unfinished. In other words, **Pre-cut cars are NOT PERMITTED**. After purchasing your **BLOCK OF WOOD**, the block may be shaped in any way desired.
- “Official” BSA style wheels must be used. The wheels may be lightly sanded or polished to remove bumps and blemishes. They must not be ground down, grooved, hollowed out, carved, cut, shaved, or otherwise redesigned. Original ridges and raised letters must still be visible.
- “Official” BSA style axles (commonly known as nails) must be used. The axles may be altered and polished. Powdered graphite and powdered Teflon may be used for lubrication. No liquid lubricants are allowed.
- Details such as the steering wheel, fins, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications and are securely fastened to the car.

### Dimensions

- The overall length of the car shall not exceed 7 inches.
- The overall width of the car shall not exceed 2 3/4 inches.
- Wheelbase (distance between the axles) must not exceed the distance between the pre-cut axle slots on the standard pinewood block, i.e., 4 3/8 inches. Shortening the wheelbase will be permitted.
- The car must have 1 3/4 inches clearance between the wheels.
- The car should have 3/8 inch clearance underneath the body so it does not rub on the track.
- The entire car must stage behind the track starting pin, centered at the front of the car.

### Weight

- The car weight shall not exceed 5.0 ounces.
- The official race scale that is used at car check-in shall be considered final.

## Prohibited Modifications

- No wheel shall ride upon the center guide strip. No extra guide pins, rollers, or wheels designed to ride on or against the center guide strip will be allowed.
- Wheel bearings, washers, bushings, inserts, or hubcaps are prohibited.
- The car must not ride on any type of springs or suspension system.
- No magnets of any type are allowed.
- No starting devices or powered propulsion of any kind. The car must be freewheeling.
- No loose material of any kind, such as lead shot, may be used. All parts must be securely fastened to the car.
- No moving or liquid weights are allowed.
- No race car may be constructed in such a way that the track's starting mechanism imparts momentum to the car. For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.
- No part of the car may extend forward of the point where the car touches the starting point.

## Other Rules

- Each car must pass inspection at check-in in order to be allowed to compete.
- Cars that fail to pass inspection will not be registered.
- If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time to make any necessary adjustments.
- After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.
- Once a car passes inspection and is registered, only Troop leaders and race committee members can touch it.
- If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make a repair.
- If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found that probably caused the initial violation; the track chairman may order the race to be rerun after the track is repaired.
- If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.

If you have any questions about the Tampa Bay Grand Prix rules, please send an email to [traillifetim@gmail.com](mailto:traillifetim@gmail.com).

# Tampa Bay Grand Prix

## Renegade Rules

Open to All Attendees

### Wood, Wheels, and Axles

- Wood from an “Official” BSA Approved pinewood block must be used **SOMEWHERE** on the car and **BE VISIBLE** without a magnifying glass.
- “Official” BSA wheels must be used. You may modify them as you see fit. See the above “prohibited” items in the official rules for ideas.
- No liquid lubricants are allowed.
- Axles (nails) must be used.

### Dimensions

- The overall length of the car shall not exceed the length of the track.
- The overall width of the car shall not exceed one lane (it’s hard to race against other cars if you don’t leave them room).
- The car must fit under the scoring mechanism. Please email the track chairman at [traillifetim@gmail.com](mailto:traillifetim@gmail.com) if you are concerned that your car may be too tall.
- The car must have 1 3/4 inches clearance between the wheels.
- The car should have 3/8 inch clearance underneath the body so it does not rub on the track.

### Weight

- Who cares? It goes faster downhill if it's heavier, right?

### Prohibited Modifications and Power Sources

For the safety of the venue, our audience, and race officials, the following materials and modifications are not permitted:

- Combustion engines
- Antimatter
- Lasers
- Rockets
- Fireworks
- Explosives of any kind

- Batteries over 24 volts
- Fission or fusion powered engines
- Nuclear energy
- Small animals, whether intended as a driver or propulsion method
- Mentos and Diet Coke propulsion systems

### **Other Rules**

- Each car must pass inspection by the official Inspection Committee before it will be allowed to compete.
- Cars that fail to pass inspection will not be registered.
- If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time to make any necessary adjustments.
- After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.
- Once a car passes inspection and is registered, only Troop leaders and race committee members can touch it.
- If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make a repair.
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