



GENERAL RULES AND REGULATIONS

All participants must design and race their Pumpkin Racers according to these rules to ensure that the event is fun and fair to everyone.

- 1. You can only use one pumpkin - the size and shape is up to you, but only one is allowed per entry.**
- 2. Two independent axles must be inserted through the pumpkin with wheels attached to the axles. So, don't prop or drop your pumpkin racer on to anything with wheels like a skateboard, toy truck, etc. Entries like these never make it to the finish line in one piece.**
- 3. Your racer can only be pumpkin-powered. Mechanical or pyrotechnic propellants (motors, rocket engines, fireworks, explosives, etc.) are not permitted, but that would be pretty cool to watch.**
- 4. Gravity is the only propellant permitted - Each race will start with the official and traditional "On Your Mark, Get Set, Let Go" command. No early releases or pushing your racer at the start line. False starts end in ugly fashion. Be a pretty sport!**
- 5. The winning pumpkin racer will be the entry that either crosses the finish line first or travels the furthest distance without crossing the finish line. What about a tie? The Race Director isn't too worried that this will happen.**
- 6. A few technical rules from the Race Director:**
 - 1) hands must raise straight up after releasing your racer,**
 - 2) the pumpkin, itself, must remain behind the start line and be the part to cross the finish line; rather than extended parts of the decorations,**
 - 3) racers leaving the course do so at the point it crosses under the flagging that defines the course, and**
 - 4) a racer can re-enter the race if it returns to the course without help from its owner or spectator.**
- 7. The Race Director has final authority regarding rules and reserves the right to make up rules, if none exist. Remember, The Castle Pines Pumpkin Race is for fun. The awards are nice, but winners are not advancing to a higher level of competition, because there isn't any.**
- 8. Most importantly—Have Fun!**



for questions, please contact jolene@castlepinesco.gov



BUILD YOUR OWN KIT GUIDELINES

All participants must design their Pumpkin Racers according to these rules to ensure that the event is fun and fair to everyone.

- 1. Craft your Pumpkin Racer using a single pumpkin.**
- 2. Pumpkin Racers must have two independent axles through the body of the pumpkin and the wheels must be attached to the axles.**
- 3. Maximum wheel diameter 12 inches.**
- 4. Do not attach your pumpkin onto a prefabricated chassis of any kind (skateboard, stroller, Tonka Truck, etc)**
- 5. NO SHARP OBJECTS, EXPLOSIVES, or PYROTECHNICS.**
- 6. No bumper or protective cage-like structure to protect racer.**
- 7. No fabricated or prefabricated chassis of any kind nor attachments to stabilize axles (tension rods, welded rods, etc.). Axles may not connect to each other in any way.**

Plastic zip ties are the only allowed item to be used on an axle for support/stabilization.



for questions, please contact jolene@castlepinesco.gov