



# Middlebury Pumpkin Race Rules

*The Official Pumpkin Race Rules have been established to promote fair play and inspire good old-fashioned American ingenuity.*

## Pumpkin Race Kits

You can purchase the official Middlebury Pumpkin Race Kit for \$25 (plus IN sales tax) from Varns & Hoover located at 101 S. Main St, Middlebury. A limited supply will be available beginning in September.

## General Rules and Regulations

All participants must design and race their Pumpkin Racers according to these few important rules to ensure the event is fun and fair for everyone:

1. Craft your Pumpkin Racer using a single pumpkin (up to 15" wide). Have fun making your Pumpkin Racer; pick a theme and be creative by using paints, stickers, and other "decorations". The crowd favorites will most likely be the fun and creative Pumpkin Racers. If you can't win, then lose with style!
2. Pumpkin Racers must have two independent axles through the body of the pumpkin and all 4 wheels must be attached to the axles.
3. Only official Middlebury Pumpkin Race Kit equipment is allowed on Pumpkin Racers.
4. You may **not** attach your pumpkin onto a prefabricated chassis of any kind (skateboard, stroller, Tonka Truck, etc.).
5. **No sharp objects, explosives, or pyrotechnics are allowed (not even for cheaters). This is due to everyone's safety and event insurance coverage.**
6. **No cheating!** Feel great about being honest and fair. Use the honor system and obey the spirit of the rules. Our Race Officials have a keen eye and have the Mallet-O-Justice ready to bring any Cheater Pumpkin down! If you want to make a **Cheater Pumpkin on purpose** because you **want** to see the Mallet-O-Justice come down on your creation, please see the section below for **Cheater Pumpkins**.
7. No pushing or "helping" your Pumpkin Racer on the starting line. Set it up in a position behind the starting line and then when the official gives the "go" signal.....hands up and off the Pumpkin Racer!
8. All races are single elimination. However, if your Pumpkin Racer has been eliminated and is still in racing condition, additional heats will be run (at an additional donation of \$10 for each pumpkin racing) *after* the winners of the main race are determined.
9. Pumpkin Racer wins when their wheels cross the finish line.
10. The Referees' decision is final. If there is any controversy, the head referee may have a race-off between the Pumpkin Racers in question or all racers in the round.

## Cheater Pumpkins

Any pumpkin that is caught cheating on purpose (*wink, wink....a watermelon or other squash/fruit painted to look like a pumpkin*) **will be smashed by the Mallet-O-Justice!** However, before any cheater pumpkin is smashed, the head referee will check with mom/dad/head racer to make sure that pumpkin is okay to be smashed. We know how hard you worked on it. Or if you really want to race your cheater *before* it is smashed, we will have a special heat for the cheaters.

## Tips

1. A bigger or heavier Pumpkin Racer is not necessarily a faster Pumpkin Racer.
2. If you need help drilling holes in your pumpkin (for the axles), Pit Row will open at 1:00 on Race Day and will be equipped with a drill.
3. Make sure the axles are parallel so the Pumpkin Racer will roll straight down the track and not veer/crash into a side wall instead of crossing the finish line.
4. Make sure all of the wheels spin freely.
5. Make sure the Pumpkin Racer has enough ground clearance. The race takes place on a track with bumps; make sure your Pumpkin Racer is high enough to clear them.
6. If you are a winner of your heat/round, pay attention for when you need to line up for your next race.

7. Have fun!

### **How to Build a Pumpkin Racer**

1. Insert axle directly into a cordless drill and drill each axle into the side of your pumpkin; for best performance, axles must be parallel to each other.
2. Twist two inner wing nuts onto the end of each axle (reverse position) at least 1.5 inches onto the axle.
3. Slide wheels onto the axles.
4. Twist an outer wing nut on to each axle, leaving a slight gap so wheel can spin.
5. Decorate your Pumpkin Racer. Test to see if it goes straight. If not, adjust axles & wheels as needed.

[www.middleburythenandnow.org](http://www.middleburythenandnow.org)