



Naperville Pumpkin Race

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 for everyone.

- 1 No pushing or “helping” your Pumpkin Racer on the starting line. Set it up in position, then....Hands up!
- 2 All races are single elimination.
- 3 A Pumpkin Racer wins when its wheels cross the finish line.
- 4 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.
- 5 Craft your Pumpkin Racer using a single pumpkin.
- 6 Pumpkin Racers must have two independent axles through the body of the pumpkin, and the wheels must be attached to the axles.
- 7 Maximum wheel diameter is 12 inches.
- 8 Do not attach your pumpkin onto a prefabricated chassis of any kind (skateboard, stroller, Tonka Truck, etc.)
- 9 NO SHARP OBJECTS, EXPLOSIVES or PYROTECHNICS.
- 10 NO CHEATING. Our Race Officials have a keen eye and the Mallet-O-Justice ready to bring down on any Cheater Pumpkin! If you choose to make a Cheater Pumpkin on purpose to see the Mallet-O-Justice come down on your creation, please see reverse side.
- 11 No bumper or protective cage-like structure to protect Pumpkin Racer.
- 12 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 item allowed to be used on an axle for support or stabilization. Zip ties will be available at the Pumpkin Pit Row while supplies last.



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