



The Great Pumpkin Race and Fall Festival

Saturday, Oct. 15, 11 a.m. to 3 p.m.
North Creek Community Center, 20125 Arrowhead Road

EASY INSTRUCTIONS FOR BUILDING A PUMPKIN RACER

Here are the basics for building a pumpkin racer, based on MVF recreation staff experience. However, based on your selection of pumpkin and wheels, you may find other hardware preferable for achieving the best forward roll on your pumpkin racer.



MVF has put together pumpkin racer kits which come with the following: four wheels, two threaded axles, four large washers, eight washers and twelve nuts. We find this assortment of hardware works well with most pumpkins.

A limited number of free pumpkin racer kits are available at the MVF Office, 10120 Apple Ridge Road (limit one per family, individual or group). Additional hardware kits will be available at the office or at the race.

The following steps will show you how to create your own pumpkin racer.



Get a real pumpkin and view it from various sides to figure out which way you want your pumpkin to sit. Do you want it to sit upright or do you want it lying down? Once you've determined that, then insert your first axle completely through the pumpkin. Keep in mind that you want to make sure that when the wheels are installed on the axles, you will have the pumpkin off the ground.



Place a large washer closest to the pumpkin followed by a nut close to the large washer. The wheel assembly starts with a nut that will hold the wheel in place, then a washer, followed by the wheel, then another washer and the final nut. Repeat on each side of the axle. After assembly, you can adjust the width of the wheels by moving the nuts and washers.



Repeat this process for the next axle. Keep in mind that you want to try to keep the axles parallel in order to make your racer go as straight as possible. The final step is to decorate your racer to make it uniquely yours. Spice up your racer with style. The more creative, the better, but please remember—no pyrotechnics or explosives!



Congratulations, you've done it! You've made your very own pumpkin racer!



Pumpkin Racer Rules

1. Pumpkin racers must be crafted out of a single pumpkin of any variety.
2. Pumpkin may not contain weights, concrete, rocks or have a motor propellant.
3. Pumpkin racer locomotion must be via wheel(s) connected to independent axel(s) which run through the pumpkin, (you may not attach your pumpkin onto a pre-fabricated chassis of any kind (skateboard, stroller, Tonka truck, etc.).
3. No pyrotechnics or explosives of any kind may be attached to or associated with any part of racers or the MVF Great Pumpkin Race.
4. Participants are encouraged to decorate their pumpkin racers in any manner that does not violate any other rules of the MVF Great Pumpkin Race.
4. MVF staff chooses the starting position of every pumpkin racer.
5. Pumpkin Racers may only be propelled by gravity, (The starting point of the MVF Great Pumpkin Race is located on a ramp). Participants are not permitted to push or otherwise help their pumpkin racer move. When instructed by the race referee, participants should release their pumpkin racer and allow gravity to “pull” them down the ramp and across the course.
6. Failure to comply with any of the rules stated above will result in disqualification and/or offending racers will be smashed on site by the referee.
7. The MVF Great Pumpkin Race Referee and/or MVF staff has the ultimate and final authority to interpret and apply the rules of the MVF Great Pumpkin Race. MVF staff reserves the right to change the rules without notice, in the interest of matters related to practicality and fairness. Appeals may be made to the referee. The referee may also consider suggestions from the audience including but not limited to “smash it” or “save it”.