

FROZEN DEAD GUY DAYS COFFIN RACES

March 28, 2026

COLD HARD FACTS



TEAM REGISTRATION ENTRY FEE: \$122 including fees

Registration fee covers the following:

- Entry for a Team in the FDGD Coffin Races at Estes Park Event Complex
- Admission into the Event Complex for all seven (7) race team members
- (All non-racers must pre-purchase their tickets or buy tickets at the complex on March 28 for race-day entry.)
- All registered teams will qualify for awards and race prizes.
- Every coffin racing team member will receive a goody bag.

BUILDING A COFFIN

- Each team will build a “coffin” for the race. Race officials will inspect all coffins before the race - see example pictures of former coffin builds below. Creativity is encouraged!
- Coffins that do not “pass safety inspection” will not be allowed to race. (Safety pass-fail will be at the discretion of the race organizers who will check at registration and race lineup.)
- A typical FDGD race coffin is between 5' and 8' long. Typical width is between 2' and 4'.
- The FDGD Race coffin must have sturdy attached handles for six (6) people to carry it around the course on the right and left sides. No handles are allowed on the bow or stern sides.

- There must be four solid sides to the race coffin; tape or paper do not qualify as a solid side. The sides must be at least 8 inches high, and not all sides are required to have the same heights (i.e., the back side can be taller than the right side).
- The team's name is required to be prominently written on the coffin's back/rear side. Team names represent the team theme, costumes, and coffin design.

COFFIN RACERS AND RACING

- Each race team needs six (6) "pallbearers" who carry the homemade coffin and one (1) "corpse" who rides inside this coffin during the race.
- All racers must be 18 or older. If age is of question, IDs will be checked during registration.
- Amateur racers only, NO professional athletes
- The coffin racers will carry the corpse through race course obstacles and activities.
- Each team will be timed from start to finish, every time they race.
- Teams with top times will advance to the next round.
- There will be a walk-through of the course with all of the Team Captains just prior to the race start.
- There will be heats, where two teams race against each other.
- Finish times will be used to determine which teams continue into the next round to compete. If two teams racing against each other have the top two times, they will both advance.
- The races are broken into Round #1, where every team races. The top 12 fastest teams are confirmed and advance to Round #2. There will be a one-hour break before these 12 teams race in quarter-finals, then 6 teams race in the semi-finals. The fastest 2 teams move on to the finals, and an overall winner is crowned as the champion.
- Course officials will be timing each team, and their times will be listed on a scoreboard (by the finish line) and a leaderboard (on stage).
- Teams will be staged in race order at the line-up area (in pairs for head-to-head fun competition).
- Teams that do not complete or are not ready to run will forfeit their race and not be eligible for prizes.
- There will be a starting line, the coffin course, and a finish line.

- Until a team is eliminated, all participants must stay with their team members and coffins by the race course, so they can be instructed about the next round.
- We encourage all teams to stay and cheer on their competition.
- All teams should attend the prize ceremony at the end of the races (in front of the stage).

SAFETY FIRST

- All pallbearers and the corpse are required to wear helmets during the entire time they are racing. No hard hats allowed! Helmets must have straps, i.e., ski/bike helmets. Helmets will be checked prior to each heat. If any of the seven team members does not have a helmet, the team will not be allowed to race.
- Racers are not allowed to wear any shoes with metal on the underside (no metal cleats, crampons, golf shoes, etc.)

BE ON TIME

- All seven team members are required to check in by 11:30 a.m. on Saturday, March 28. Their coffin and entire team must be checked in before the gates are open to the public.
- The "Coffin Club" in Estes Park Complex's 'Barn W' is the check-in location. It can be used to store coffins before/during/after races.
- If the team is NOT checked in by 11:30, it will be considered a "no show." There will be no exceptions to this rule.
- Doors open to the public at noon, and the racers gather next to the course at 1pm, followed by a walk-through and the first round of heats.

RACER RELEASE FORMS

- All Coffin Race team members must sign a Hold Harmless Agreement for their participation in the races, or the team will not be allowed to race.
- The Team Captain will be sent a digital release form which they should distribute to all seven team members for signing. If any team members arrive without their form on file, those team members will be required to fill out the form at registration onsite.

JUDGING & AWARDS

- Coffin teams will be judged during the lineup, races, and around the event center, for their theme and spirit.
- Teams will also be judged for the greatest mishap while racing, called the “Crash and Burn” award winner (known as the best wipeout).
- New this year is a prize for the “best coffin” based on design and functionality.
- The appointed judges will be observing the races from the course and vote after the competition is completed.
- Awards are presented immediately following the last race, so **all** teams should gather at that time by the outdoor stage.
- Awards given for the overall winning team by time, the runner-up by time, 3rd place by time, plus (as stated above) “Best Team Theme & Spirit” and “Best Crash and Burn.”

COFFIN BUILDING INSIGHTS (refer to the BUILDING A COFFIN section above)

- Typical length of coffin is 7 feet and must have 6 handles for racers to carry the coffin with 3 people on each side of said coffin.
- Width of coffin is typically 3 feet, without handles. It shall not exceed 10 feet, with handles, to fit in course lanes and racing beside another team.
- These are only guidelines, as the coffins do not have to be rectangular in shape, but they are required to have four non-flimsy sides.



Coffins from past years:



ANTICIPATED SCHEDULE FOR SATURDAY MARCH 28

- 10:00–11:30 AM > Racers check in to the Coffin Club (their entourage can enter with pre-purchased tickets which will be scanned, along with the racer's tickets)
- 11:00 AM > Free parking ends for coffin racers
- 12:00 PM > Coffin Racing Teams Entrance closes to the Coffin Club, and the Public Gates officially open
- 12:15–1:15 PM > The Rick Lewis Project – live band on stage
- 1:00–1:15 PM > All coffin team members gather and line up by special course entrance
- 1:15–1:25 PM > Team captains do a guided walk-through for them & audience; photo taken of all team members; judges introduced
- 1:25–2:15 PM > First heat of ~ 10 head-to-head races / 20 teams (approx 5 mins per heat = 50 minutes)
- 2:15–3:30 PM > DJ Mac plays this intermission between race rounds; 12 coffin teams that advance have a 75-minute break (8 teams are eliminated)
- 3:30–4:20 PM > Quarter-Finals (12 teams in 6 heats); dance moves break after led by Monster Energy for 5 mins; Semi-Finals (6 teams in 3 heats) > TOP 2 teams by time determined
- 4:20–4:30 PM > Alcor Demonstration and other sponsors on stage; breathing break for finalists
- 4:30–4:35 PM > Final heat between TOP 2 teams by times to determine overall winner
- 4:35–4:45 PM > Prizes presented by emcees and judges (Overall by Time, RunnerUp by Time, 3rd Place by Time, Best Theme, Best Wipeout)
- 4:45–5:30 PM > Polkanauts – live music on stage
- 9:00 PM > Festival Ends

QUESTIONS???

Please reach out to FDGD Coffin Racing Coordinator

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