

LUCAS COUNTY FUN SHOW

GOAT GAMES

AGE GROUPS: PRE K -3 GRADE

4TH GRADE - 8TH GRADE

9TH GRADE - 12TH GRADE

18 YRS OLD - 30 YEARS OLD

31 YRS OLD - 50 YEARS OLD

50 YRS OLD AND UP

TEAM GAMES ALL MEMBERS HAVE TO BE IN THAT AGE GROUP

GAMES:

1. GOAT BARREL RACE

PK-3

1. BARREL WILL BE LINED UP ACROSS FROM EACH OTHER
2. RUN TO THE FIRST BARREL STAYING ON THE OUTSIDE GO AROUND IT.
3. HEAD TO THE SECOND BARREL STAYING ON THE OUTSIDE GO AROUND IT.
4. AFTER GO AROUND IT HEAD FOR THE FINISH LINE.
5. ONLY A PARENT CAN HELP THE CHILD.
6. WHOEVER FINISH WITH THE FAST TIME WINS.

4TH GRADE AND UP

1. BARRELS ARE SET UP IN A TRIANGLE
2. YOU CAN EITHER GO TO THE LEFT OR RIGHT TO THE FIRST BARREL
3. HEAD TO THE 2ND BARREL WHICH IS TO YOUR LEFT OR RIGHT WHEN STARTING OUT. GO AROUND THAT BARREL.
4. HEAD TO THE 3RD BARREL AND GO AROUND THAT BARREL.
5. AFTER YOU GO AROUND THE 3RD BARREL HEAD TOWARDS THE FINISH LINE.
6. YOUR GOAT CAN BE ON YOUR LEFT OR RIGHT SIDE DOES NOT MATTER. BUT YOU BOTH HAVE TO DO THE PATTERN TOGETHER.
7. THE START LINE WILL BE THE FINISH LINE.
8. FASTEST TIME WINS
9. KNOCKING A BARREL OVER WILL COST YOU 3 SEC PENALTY.

2. GOAT POLE BENDING

PK-3

1. START AT THE FAR END OF THE POLE.
2. YOU WEAVE IN AND OUT OF THE POLES TILL YOU MAKE IT TO THE FINISH LINE.
3. ONLY A PARENT CAN HELP THE CHILD.
4. YOU EVER FINISH WITH THE FAST TIME WINS.

4-8 GRADE

1. START /FINISH LINE RUN STRAIGHT DOWN TO THE OTHER END OF THE POLES.
2. WHEN YOU GET TO THE OTHER END START WEAVE IN AND OUT OF THE POLES TILL YOU CROSS THE FINISH LINE

ALL OTHER GROUPS

1. HAVE TO DO THE FULL POLE PATTERN
2. RUN DOWN TO THE OTHER END
3. START WEAVING IN AND OUT OF THE POLES
4. AT THE END YOU TURN AROUND HEAD BACK WEAVING IN AND OUT OF THE POLE.
5. WHEN YOU GET TO THE END YOU TURN AROUND AND HEAD BACK TO THE FINISH LINE
6. GOAT CAN BE ON EITHER SIDE.
7. YOU EVER HAS THE FAST TIME WINS

3. OBSTACLE COURSE

1. BRIDGE
WALK UP A RAMP GO ACROSS THE BRIDGE DOWN THE RAMP
2. TUNNEL
WALK THROUGH CULVERT
3. POLES
WEAVE THROUGH POLES
4. TEETER TOTTER
WALK OVER A PLANK THAT IS BALANCE ON A LOG
5. HURDLES
6. BEAM
WALK OVER A BALANCE BEAM
7. TARP WITH POOL
WALK OVER A TARP INTO A POOL OF WATER
8. SLIDE
WALK UP A RAMP OVER A TABLE THEN SLIDE DOWN THE SLIDE
9. RAMPS OVER BARREL THEN THROUGH THE BARREL
10. PARACHUTE
WALK UNDER THE PARACHUTE
11. STAIR CASE
WALK UP THE STAIRS THEN DOWN THE STAIRS
12. HAY BALE MAZE
WALK BETWEEN A STACK OF BALES
13. STAND ON TABLE
14. HILL
WALK UP A STEEP INCLINE GO OVER THE PEAK THEN WALK DOWN THE OTHER SIDE
15. PAST THE FEED TROUGH
16. FASTEST TIME WINS
17. **THE COURSE WILL ONLY HAVE 3 OR 4 OBSTACLE** THESE ARE JUST SOME OBSTACLE THAT MAYBE USED.

4. DRESS THE GOAT

1. RUN YOUR GOAT TO THE OTHER SIDE OF THE ARENA WHERE THERE IS A STACK OF CLOTHES.
2. YOU MUST PUT AT LEAST 4 DIFFERENT ITEMS ON YOUR GOAT.
IF YOU USE SOMETHING THAT IS A PAIR (LIKE SOCKS, GLOVES) YOU HAVE TO USE BOTH. IT ONLY COUNTS AS ONE
3. THEN YOU MUST BRING THEM BACK TO THE FINISH LINE FOR THE JUDGE TO MAKE SURE YOU USE ENOUGH CLOTHING.
4. IF YOU ARE MISSING ANY CLOTHING YOU MUST GO BACK TO THE PILE WITH YOUR GOAT AND REDRESS.
5. THE FAST GOAT DRESSER WINS

5. FILL THE BUCKET WITH BALLS

1. YOU WILL BE LINE UP BY THE START LINE WITH A BUCKET BESIDE YOU.
2. THERE WILL BE BUCKET AT THE END OF THE ARENA FILLED WITH SOME BALLS
3. YOU HAVE 2 MINUTES TO FILL THE BUCKET AT THE START LINE.
YOU CAN ONLY BRING 1 BALL AT A TIME.
4. WHOEVER HAS THE MOST IN THE BUCKET WINS AFTER 60 SEC.

6. WHEEL CHAIR RACE (9TH GRADE AND UP ONLY)

1. TEAM OF 2 PEOPLE AND GOAT THEY ALL HAVE TO BE IN SAME AGE GROUP
2. HAVE ONE PERSON PUSHING AND ONE IN THE CHAIR HOLDING THE GOAT TO THE SIDE OF THE WHEEL CHAIR
3. PERSON IN PUSH TAKES YOU DOWN TO THE OTHER END AND GO AROUND THE CONE AND HEAD BACK TO THE FINISH LINE.
4. THE GOAT CANNOT RIDE IN THE CHAIR AND IS ON A 4 FT LEAD WITH THE PERSON HOLD THE END OF THE LEAD FARTHEST FROM THE GOAT.
5. THE GOAT CANNOT BE TIED TO THE CHAIR.
6. THE PERSON PUSHING CANNOT HANDLE THE GOAT AT ALL EVEN IF THE GOAT TOUCHES HIM.
7. WHOEVER MAKE BACK TO THE FINISH LINE THE FASTED WINS.7.

7. COSTUME CONTEST

1. OPEN TO ALL AGES.
2. WILL DIVIDE INTO GROUPS THAT DAY.
 - a) JUST CHILD AND GOAT
 - b) CHILD AND SIBLINGS
 - c) CHILD AND PARENTPOSSIBLE GROUPS

8. PUSHING THE BALL

1. THE GOAT HAS TO PUSH THE BALL DOWN TO THE OTHER END WITHOUT HELP FROM THE HANDLER
2. THE FAST GOAT WINS

9. SERVICE GOAT

1. TEAM OF 2 PLAYERS AND GOAT
2. THERE IS A MAZE LAID OUT
3. ONE PERSON HAS HANDLE OF THE GOAT. HE IS BLIND FOLDED
4. THE OTHER PERSON MUST GIVE DIRECTIONS TO HELP GET THEM OUT OF THE MAZE.
5. THE GOAT WITH THE BEST TIME WINS.

10. SAVE THE DOLLAR

1. COST IS A DOLLAR PER GOAT
2. DOLLAR GOES UNDER THE CHIN STRAP OF THE GOAT COLLAR
3. NO SPIKE COLLARS ARE ALLOWED
4. CHAIN COLLARS ARE THE ONLY ONES YOU CAN USE
5. YOU MUST FOLLOW THE ANNOUNCER DIRECTIONS
6. YOU EVER HAS THEIR DOLLAR LEFT WINS THE POT

11. RELAY RACE

1. TEAM OF 4 PEOPLE AND 1 GOAT
2. YOU HAVE 2 PEOPLE AT ONE END AND THE OTHER 2 AND THE OTHER END.
3. 1ST PERSON RUNS DOWN WITH THE GOAT AND HANDS IT TO THE NEXT PERSON.
4. THAT PERSON RUNS DOWN WITH THE GOAT TO THE 3RD PERSON HANDS THE GOAT OFF TO THEM.

- 5 THAT PERSON RUNS DOWN TO THE OTHER END TO THE 4TH PERSON HANDS THE GOAT THE THEM
- 6 THAT PERSON WITH THE GOAT HEADS TO THE FINISH LINE.
- 7 WHOEVER COMES IN 1ST WILL GO INTO THE NEXT ROUND TILL WE HAVE FINAL HEAT.
- 8 WHOEVER WINS THAT IS COMES IN FIRST.

12. **SECRET CONTEST**

1. EVERYONE ENTERED INTO THIS CONTEST.
2. WINNER WILL BE ANNOUNCED AT THE END OF THE SHOW