



2018 Austin County Fair

Fair Fest

Lil' Wrangler Rules
Registration - 3:00 pm

In the Harold Luhn Lamb & Goat Barn

Ages: 3-4 yrs. & 5-6 yrs.

\$7.00 per event or \$20.00 for 4 events



Medal ribbons will be presented to 1st, 2nd, & 3rd place in each event with the fastest time. All participants will receive a t-shirt. Ribbons will be awarded to all.

Chicken Scramble Rules:

1. Competition starts at 4:00 p.m.
2. Chickens will be provided by the Austin County Fair Association.
3. Participants will not be allowed to keep any chickens caught.
4. When a chicken is caught, it must be carried to a specified area and released to the Chicken Scramble committee.
5. Only committee members will be allowed in the fenced in area with the participants and chickens.
6. If two participants catch the same chicken, the chicken will be let loose.
7. The contest is over when all chickens are caught or time has expired.

Hay Hauling Rules:

1. Time: Immediately following the Chicken Scramble contest.
2. Each child will start and finish at a designated line.
3. Participant must pull the wagon to the hay stack and load 3 bales of hay into the wagon.
4. After the hay is loaded in the wagon, the participant must then pull the wagon with the hay to the finish line. Any bale that falls off the wagon must be picked up. Any wagon that does not have all 3 bales of hay on the wagon after going through the finish line will be disqualified.
5. Once the wagon is at the finish line the hay must then be unloaded off the wagon.
6. Each participant will be timed. Fastest time will be the winner. In case of a tie, there will be another run.

Boot Scramble:

1. Time: Immediately following the Hay Hauling contest.
2. Participants will take off one boot/shoe.
3. Winner will be determined by the cowboy/cowgirl finding their own boot/shoe, putting it back on and running past the finish line.

Goat Ribbon Pulling:

1. Time: Immediately following the Boot Scramble.
2. Winner will be determined by fastest time of pulling a ribbon off the goat and running back to the finish line.
3. In case of a tie, there will be a timed tie breaker.