

GOAT TYING / RULES & KNOWLEDGE

- Jr Patriot Contestants may enter 2 times per jackpot.
- Contestant may earn 2 Jr Patriot Qualifications.
- A contestant may change horses during event.
- Contestant's age based on day of event.
- The goat should be tied to a stake with a rope ten foot in length.
- Legs must remain crossed and secure for 6 seconds after completion of the tie. While the judge is performing the 6 second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in disqualification.
- To qualify as legal tie, there will be at least one complete wrap around at least three legs & a half hitch, hooey or knot.
- Contestant will receive a no time for touching the goat or tie string after signaling they are finished.
- If the contestant horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestants signaling for time, a ten second penalty will be assessed.
- Boys are required to tie goats with a piggin string only.
- Contestant must string front leg first and the cross and tie any three legs with a piggin string. There must be at least one wrap around all three legs and finished with a half hitch or hooey.
- All flagger decisions are final.
- Contestant draw will be posted prior to event.
- Starting lines in goat tying will be subject to ground rules.
- A clearing visible starting line shall be provided.
- The stake and starting line will be permanently marked for the entire jackpot.
- Time will start when the horses' nose crossed the starting line. Goat holder must release the goat when the flagger starts the time.
- Second round will be ran in reverse order of first round.
- Western attire is required.

Rules enforced by Patriot Events and Manion Productions