



Friday, May 16 at 1:30 p.m.

Calaveras County Fair & Jumping Frog Jubilee

May 15-18, 2025

Ropin' Teams and Cowboy Dreams

frogtown.org

Calaveras County Fair and Jumping Frog Jubilee May 15-18, 2025

RULES

Date: May 16, 2025

Contestant Meeting: 1 p.m.

Events: 1:30

1. The same four horses must be used for all events. Contestants must use the same horse for the entire event, no switching between team members. Contestants must be at least 9 years of age. A person may only enter one time. A 10-point system will be used, 10 pts for first, 8 pts for second, 6 pts for third, 5 pts for fourth, 3 points for fifth and 1 pt for sixth place. Except for calf branding the points will be first place 10 points, second 5 points.
2. There will be no Tie or Mechanical Hackamore Bits allowed in the arena.
3. If there is a Mechanical Hackamore Bit or Tie down being used, The Team which that person belongs to will be disqualified. Solid Jawed Bit, Snaffle Bit, Loose Jawed Snaffle, or Hackamore can only be used (roping reins are OK). No Training on horses while in the arena.
4. All Saddle horns must be slick (Latigo leather, elk hide, or mule hide only) for all events. No rubber or cotton rope dally wrap.
5. Any unnecessary roughness, or abuse of any animal in any event will result in elimination of the team in that event. The judge's decision is final. No Exceptions.

This is a Winner take all event!

Top horse, Ronnie Anderson Award and Top hand, judges and committee will choose Doug Joses Award.

The Judges/Arena Director decision is final, any dispute must be made before team exits the arena for that event, no arguing or harassing of judges will be tolerated, if judge feels the need, they can disqualify the team at any time. No alcohol is allowed anywhere inside of the arena at any time. Any changes or updates to rules will be announced and gone over prior to each individual event starting.

Arena Director: Tillie Mann, Committee Members: Ace Anderson, Joe and Suzanne Butler, Kelsey Sterett, Chris Markus, John and Megan Osbourn, Nikole Tippit and Tim Folendorf. MaryBeth Ospital – Calaveras County Fair Board of Directors, Laurie Giannini -CEO

Events

Sort& Load

1. Sort and load is a four-man event. The arena will have two barrels at about 1/3 of the arena.
2. Riders will cut Three of the designated numbered cattle out of the herd. Only your designated cattle may be cut from the herd and removed between two barrels. Only one person in the herd at a time.
3. Designated cattle may not return to the herd once brought through the barrels, if the cow returns past the barrels your team will receive no time.
4. Once designated cattle are cut from the herd team will drive cattle and load them in trailer in the arena.
5. Once cattle are loaded the trailer door must be shut, latched, and snapped for road travel, if the trailer door is not latched properly team will receive a no time. Time will stop when all team members are touching trailers.
6. Team will receive time on any number of head loaded a three head time beat a two or one head time. 3 1/2-time limit.
7. Only your cattle may cross the line. If undesignatated Cattle crosses the line, the team will receive no time.

Ranch Doctoring

1. Ranch doctoring is a four-man event. The arena will have two barrels at about 1/3 of the arena. Riders will cut ONE of the designated numbered cattle out of the herd.
2. Only your designated cow may be cut from the herd and removed between two barrels. Only one person in the herd at a time. Header cannot throw a loop until the cow has passed through the barrels.
3. Designated cow may not return to the herd once brought through the barrels if the cow returns past the barrels your team. will receive a no time.
4. Legal head catches only (neck or neck and one front foot, figure eight is OK on one, not two front feet). Illegal head catch may not be dallied. The designated cow can be heeled in far 2/3 of the arena, cow must be stretched and ropes set, once ropes are stretched one of the ground crew will remove back number and run to bucking chute below announcers stand for time to

stop.

5. The back number cannot be removed until feet are set in the ropes, no running the back number horseback.
6. The time will start when the judge signals and drops flag. 4 loop limit, one loop per rider.
7. You can and will be flagged out for any unnecessary roughness. 3 1/2-minute time limit. Only your cattle may cross the line. If undesignated Cattle crosses the line, the team will receive no time.

Stray Gathering

1. This event will consist of a 4-man team.
2. Each team will break into 2 pairs and start behind a timeline.
3. Two steers will be turned out at the opposite end of the arena.
4. Time will start when the first team member crosses the timeline.
5. Each team pair MUST head and heel the two steers.
6. Legal Catches: Horns, Half Head & Neck. (One front leg is ok)
7. You can only rope with your designated partner, and you can only rope once (you can't help your other teammate rope their steer).
8. You are allowed to help tie the other steer once the other team pair gets the steer roped on both ends.
9. Once you have headed and heeled your steer you must tie the steer with three legs.
10. Once both steers are tied down, they must stay tied for 6 seconds.
11. Head ropes must be off to call time and no tying on.
12. If either steer or both steers come untied in 6 seconds, the team will receive a no time.
13. Each team will have a 3 1/2-minute time limit.

Reverse Team Roping

1. Reverse Team Roping will consist of all 4 Team members. Members must rope with designated partner, no changing partners mid run.
2. Two steers will be released at the end of the arena, the header and heeler will start at the opposite end of arena.
3. Time starts for the team when the judge drops the flag. Rope anywhere in the arena. Latigo Leather or Mule Hide Only - No Rubber or Cotton Rope dally wrap.
4. Legal Catches - Horns, Half Head & Neck. (ONE FRONT LEG OK). Three loop limit per team.
5. Team roping rules apply- Head, Heel, both ropers must stay tight and dallied until flag is dropped for team's time. 5 second penalty for one hind leg.

Match Calf Branding

1. After the conclusion of the Reverse Team Roping points will be added up for the calf branding bracket. Calf branding will be tournament style, two pens running going head-to-head against each other (rope till you lose).
2. Current first place and second place teams will have a round 1 bye. Third place will rope against fifth place.
3. Fourth place will rope against sixth place.
4. Starting with fourth vs sixth place teams, then third vs fifth. After the conclusion of the round, winner of fourth vs sixth will rope against second place then winner of third vs fifth will rope against first place.
5. Final two winning teams will then rope in the final round. After the final round of branding points will be added to determine winner of rodeo.

Calf Branding Rules:

1. Each team will be required to brand 4 calves. Time starts when both teams are ready, announcer will countdown to start both teams, at the same time.
2. Two team members will work on the ground to set ropes on both front and hind feet before branding. The other two members will head and heel the animal. Each roper must head and heel a calf and work the ground.
3. Legal head catches only (neck, horns, half head. ONE front leg legal- not two. After two calves are branded, the team members will change places.
4. Ropers may not break from a trot until the first calf is headed. The calf must be headed before heeler can make his catch. The heeler may catch one or both hind feet. The ground man may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown. Illegal catches must be taken all the way off, and calf must be reroped. As soon as the calf is headed and heeled, ground crew may leave designated area, throw calf, place head rope on both front feet and, if necessary, place heel rope on both hind feet, while working on calf, iron **MUST** be in the bucket.
5. When the calf is stretched by all four feet, branding iron may leave designated area.
6. All four feet must remain in the stretched ropes while brand is placed on calf. Ground man must return to the designated area after each calf is

"branded". On the last calf, after the brand is placed, the ground man returns to the designated area and puts the Iron in the bucket for run to stop.

7. The first team to brand all 4 headfirst will move on in the bracket. If any roper falls from his horse, ground man can only grab rope to avoid accident. The calf then must be released, and if roper is able to remount with no equipment failures, then he can re-rope his designated end and team run can be completed.
8. A misplaced brand will result in no time, ending the run, thus eliminating team for competition. Arena director and judges have the final say on any disputes.
9. The time will stop when the ground crew is back in the circle and the iron is back in the bucket.

Calaveras County Fair & Jumping Frog Jubilee
Calaveras Legacy Ranch Rodeo
May 16, 2025

Team Name: _____
 Contact Person _____
 Mailing Address _____
 Phone# _____ Email _____

Team Member	Address
_____ _____	Address _____ City _____ State _____ Zip _____ Phone _____ Email _____
Team Member	Address
_____ _____	Address _____ City _____ State _____ Zip _____ Phone _____ Email _____
Team Member	Address
_____ _____	Address _____ City _____ State _____ Zip _____ Phone _____ Email _____
Team Member	Address
_____ _____	Address _____ City _____ State _____ Zip _____ Phone _____ Email _____

