

JumpingClash Team Challenge Series



JUMPINGCLASH TEAM CHALLENGE™ RULES

Effective for season

2018

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1. PREAMBLE

These Rules must be read in conjunction with the FEI Statutes, the FEI General Regulations (GRs), the FEI Jumping Rules (JRs), and all other relevant FEI rules and regulations. In any unforeseen or exceptional circumstance which is not addressed by these Rules, it is the duty of the JumpingClash Organisation to interpret the rules for the Jumping Clash and render a decision in a manner compatible to the fullest extent possible with the other provisions of these Rules in a sporting spirit.

2. GENERAL

JumpingClash is an innovative competition system for equestrian show jumping tournaments, which sees riders competing against each other in duels/contests that take part within an eliminatory, pyramid-type competitive structure.

JumpingClash is a system which uses direct elimination. The loser of a round is immediately eliminated from the competition.

3. JUMPINGCLASH TEAM CHALLENGE™ SEASON

The JumpingClash Team Challenge™ calendar shall aim to consist of 8 selected indoor or outdoor Events commencing not earlier than 1st January. The last Competition must finish not later than 20th December. There will be no more than one Competition per week and no more than one per venue on the same weekend. The 8 events have to be at least CSI4* level.

4. DECLARATIONS OF CSI EVENTS AND TEAMS FOR THE 2018 SEASON

4.1. General

All Teams wishing to participate in the JumpingClash Team Challenge™ are required to register their participation with the JTC by ten weeks at the latest prior to the start of the first event of the first season. The registration fee will be same for each team except if a team registers for more than one season at a time. The JTC will provide the FEI with the names of team members by the same date. The JTC is responsible for paying the FEI the registration fee for each team in accordance with the FEI Jumping Rules

- Athletes cannot be required to pay to become team member or to compete in the JTC.

5. JUMPINGCLASH TEAM COMPETITION™ EVENTS

The minimum number of qualifying events worldwide will be sent annually by the JTC a minimum of ten (10) weeks prior to the start of the season.

5.1 There can be a maximum 8 teams participating in each competition.

5.2. Criteria for Events JTC™

The following criteria must be respected for all JTC™ events:

- A) Each JTC™ CSI must have CSI4* or CSI5* status;
- b) Each event must respect the 4 or 5* technical requirements in effect at the time;
- c) Each JTC™ competition may not have more prize money than the Grand Prix competition.
- d) All JTC Events must follow a fixed competition format, with the JTC™ competition generally taking place on Saturday;
- e) Each team is entitled to participate with maximum four (4) Athletes and 12 Horses – Athletes can participate with a maximum of 3 horses.
- f) The maximum number of JTC Team Athletes permitted to take part at a JTC event is 32;

6. TEAMS:

6.1. Number of teams: The number of teams in the JTC™ is limited to eight (8) per season. The number of teams participating will be communicated 10 weeks prior to the first event of the JTC Season.

6.2. Registration: Teams must be registered a minimum of ten (10) weeks prior to the first JTC™ Event of the season. Teams must register for the whole season and not just for one event.

6.3. Team agreement: A team can only register if it has concluded an agreement with the JTC.

7. TEAM COMPOSITION:

7.1. Roster: Teams are comprised of a minimum of four (4) and a maximum of five (5) athletes. An athlete can be registered with one team only. A minimum of three (3) must compete at each event.

7.2. Failure to Compete: When a team is unavailable to compete at the Event, the JTC will make best efforts to create a temporary team to compete in its place from Athletes registered for the Event. In such case, no Athlete on the temporary team can be ranked higher than the lowest ranked Athlete on the unavailable team. If creating a temporary team is not possible, the unavailable team will still be included in the draw. In such case, the team selected to compete against the unavailable team will still go forward and compete and such competing team's earned score earned shall be considered valid for the duration of the Event. In such case, the temporary team shall have the same opportunity for prize money as available to all teams at the Event, but shall not be eligible for the final season prize. The unavailable team shall have zero (0) points added to their classification after the Event and, for the avoidance of doubt, shall not be credited with the temporary team's points.

7.3. Athletes from Longines FEI Ranking: Teams must register a minimum of three (3) athletes who were ranked in the Top 375- on the Longines FEI Jumping Ranking as of August 31 the previous year. The athletes remain eligible under Group 2 of the JTC invitation rules regardless of any changes in their ranking during the season.

7.4. Athlete transfer window: There is one transfer window during the JTC season, the dates of which will be communicated by the JTC OC before the start of the season. Whilst transfers during the JTC season are possible, each team must at all times during the JTC season comply with the team requirements. During this transfer window there can only be a maximum change of 3 riders per team.

7.5. Athlete substitution outside a transfer window: Substitution of an athlete outside the transfer window is only exceptionally possible for medical reasons in case the athlete is unable to compete for a minimum period of two (2) months (with official declaration of the medical doctor), or in case of sanctions imposed by the FEI or his/her NF that are not the fault of or could not have been reasonably prevented by the team owner.

8. TEAM MANAGER:

The team manager is the spokesman and designed representative of a team. The team manager is the contact person between the

team and the JTC™, host organizers, and the officials at each JTC Event. The team manager will have authority and responsibility to bind the team in relation to all matters, including matters pertaining to horse welfare and the protection of the athletes. The team manager will be considered as an additional person responsible in accordance with FEI rules. The team manager will be registered with the JTC™.

9. JUMPINGCLASH TEAM CHALLENGE EVENTS – REGULATIONS FOR TEAMS:

9.1. Length of First JTC™ season: the first season will consist of a maximum of 8 JTC Events. The number and dates of the JTC™ Events will be communicated before the start of the season and in any event at least 10 weeks before the first JTC Event.

9.2. Mandatory participation: All Teams must compete at every JTC™ Event. Only NF's can make Entries of Athletes and Horses. If an athlete of a JTC™ entered for a JTC™ Event is unable to participate at the JTC™ Event for any of the following reasons: (1) veterinary (2) medical or (3) Nations Cup participation, the team may elect to have an Athlete already registered for the event added to the team as their fourth team member. Under such circumstances, the newly added Athlete cannot be ranked higher than the highest ranked team member not registered for the event

10. PARTICIPATION

Eight teams will take part in the Jumpingclash Team Challenge™. The eight teams must be invited to each event. The total number of athletes taking part at each event can be a minimum of 65.

11. INVITATION SYSTEM

Groups 1 and 2

Groups 1 and 2 consist of 60% of the number of athletes participating.

Group 1 consists of 30% of the number of athletes participating and will be athletes taken in descending order from the Longines FEI Jumping Rankings applicable for that specific JC Team Challenge Event (JTC™)

Group 2 The invitations in Group 2 can only be used to invite members of teams registered with the JTC in order to complete the team up to a maximum of four (4) athletes. These invitations consists of 30% of the number of athletes participating and can include a maximum of two team athletes taken from the Longines FEI rankings top 375 as of August 31 of the preceding year. The unused Group 2 invitation(s) are reallocated to Group 1.

Substitutions are taken in descending order until 15 days prior to the start of the JC Team Challenge Event (this applies also to the FEI wild card(s)); for the JC Team Challenge Events organized outside Europe, due to the requirements for horse flights and health documents, the deadline is 45 days before the JC Team Challenge Event. After this date the place(s) will be allocated by the OC (Group 4)

Group 3

Group 3 consists of **10% of the number of athletes participating**. Group 3 consists of 1 or 2 FEI wild cards depending on the star level of the event. The other athletes are home athletes selected by the home National Federation (NF).

The home athletes are selected by the home NF and the FEI wild card(s) by the FEI. Should the NF and/or FEI not be able to meet its quota of athletes in this group, the quota will be filled by inviting additional athletes by OC (Group 4).

Group 4

Group 4 consists of **30% of the number of athletes participating** selected by the OC. The invitations in Group 4 can only be used to invite members of teams registered with JTC in order to complete the team up to a maximum of four (4) athletes.. It is not obligatory that the athletes be chosen from the Longines FEI rankings. If less than 20% of the athletes have to come from Group 4 in order to accommodate JC Team Challenge riders, the OC can invite individual riders up to 20%. The unused Group 4 invitation(s) are reallocated to Group 1.

The total number of athletes participating in Groups 1, 2, 3 and 4 shall be according to the approved FEI schedule and in any case up to a maximum of 65; provided, however, that the percentages of athletes in Groups 1, 2, 3 and 4; shall be 60% for Groups 1 and 2 (30% for each); 10% for Group 3; and 30% for Group 4.

Group 5

The invitations in Group 5 can only be used to invite members of teams registered with JTC in order to complete the team up to a maximum of four (4) athletes. Group 5 consists of the team member not competing in the JumpingClash Team Challenge (JTC™) competition (unless article 9.2 needs to be applied) but taking part in the rest of the competitions of the event (except GP).

Group 5 does not count for the percentages of the invitation system. Athletes in Group 5 are invited only to meet the team quota of a maximum of four (4) athletes. If a JTC Team has reached its team quota of four athletes through Groups 1, 2, 3 and 4, no athlete will be invited from Group 5.

Group 5 athletes are not permitted to take part in the Grand Prix competition.

Groups 2, 4 and 5 can only be used to complete the team quota of a maximum of four (4) athletes.

12. OVERALL CLASSIFICATION

The JTC™ overall classification is based on each team's points earned at each JTC™ Event. In the event of a tie on points for any position at the end of the season, the team with the greatest number of 1st place finishes is considered to be ranked ahead of any other team tied for the same number of points. If there is still a tie, the team with the greatest number of 2nd place finishes is considered to be ranked ahead of the other team and so on until all teams with the same number of points have been separated.

JC Ranking	JC Bonus if classified, prize money divided as follows
1.	33%
2.	20%
3.	15%
4.	10%
5.	8%
6.	6%
7.	4%
8.	4%

13. POINT SYSTEM

The following point system will be used for each competition:

Placing	Points
1st	30
2nd	25
3rd	21
4th	17
5th	14
6th	10
7th	6
8th	2

13.1. Overall classification Tie Breaker

In case of a tie for any place on the overall classification, teams are separated by:

- Giving preference to the team with the greater number of first place classifications;
- In case there is still a tie the number of second place classifications will count and if necessary the number of third place classifications and so on until the tie is broken.

If after applying this method there is still a tie for any place at the conclusion of the last Event of the season, preference will be given to:

- The team with the greatest number of Quarter Final clear rounds (First Rounds) throughout the eight (8) during the season (i.e. maximum three results per round per team) from each Competition throughout the season;
- If there is still a tie, the scores counting (i.e. maximum three results per round per team) for each team from each Quarter Final Competition will be added together and preference will be given to the team with the lowest overall score.
- If there is still a tie, the penalties counting for each team from each Quarter Final Competition will be added together and preference will be given to the team with the lowest overall time.
- If notwithstanding the above, there is still tie the remaining teams will share the prize money equally

14. PRIZE MONEY

The prize money for each Jumpingclash Team Challenge™ competition must not exceed the prize money for the Grand Prix.

All teams (eight) competing receive prize money. **The prize money is distributed as follows:**

QUARTER-FINAL, SEMIFINAL AND FINAL			
	1 st Round (1/3 of the total amount of prizes of this event)	2 nd Round (1/3 of the total amount of prizes of this event)	JUMP-OFF (1/3 of the total amount of prizes of this event)
PLACE	Classification in the 1 st round	Classification in the 2 nd round	
1	25%	40%	70%
2	20%	30%	30%
3	15%	15%	-
4	12%	15%	-
5	10%	-	-
6	8%	-	-
7	6%	-	-
8	4%	-	-

Top two finishers:

The top 2 teams of the JTC™ overall classification must be present at the last JTC™ Event of the season to receive their prize in person and to be available to participate in the press conference. Teams are represented by three athletes participating in the last JTC™ Event. No prize money is given to teams or athletes who do not present themselves at the prize giving ceremony and /or press conference if required to do so.

Distribution of prizes in case of tie in an encounter.

In the event that there is a tie on points and time in an encounter in any of the rounds, the prize corresponding to the tied position in the classification of the round will be distributed equally between the two teams.

15. GRAND PRIX PARTICIPATION (Jumpingclash Team Challenge™ Athletes)

The 16 best-placed Athletes following Quarter Final (1st round)) Jumpingclash Team Challenge™ are automatically qualified to take part in the Grand Prix Competition at the same event, excluding those athletes who are invited under Group 5 of the invitation system. Those equal on penalties for 16th place are separated by their times in the first round of the Jumpingclash Team Challenge™. In case of a further tie the Athletes concerned are permitted to take part in the Grand Prix.

16. TITLE OF THE JUMPINGCLASH TEAM CHALLENGE™

It is obligatory for Jumpingclash Team Challenge™ to be called: "Sponsor" Jumpingclash Team Challenge™.

17. COMPETITION FORMAT

The Jumpingclash Team Challenge™ consists of three rounds; Quarter Final (1st Round), Semi Final (2nd Round) and Final (Jump-Off).

All three rounds are conducted at a minimum height of 1.50m and a maximum of 1.60m at 4* and 5*. The course must be the same for the Quarter Final (First Round) and Semi Final (Second Round). The Final will be the Jump-Off. Each team's four Athlete/Horse combinations for the Jumpingclash Team Challenge™, must be declared 10 days prior to the start of the first Competition of each Event at a time to be decided by the JTC™ and the OC. Between the declaration of the Athlete/Horse combinations and one hour before the start of the first Quarter Final (1st Round), Horses may be substituted only in case of illness or accident, with the permission of the Veterinary Delegate and the approval of the Ground Jury. Following that, no further changes may be made to the Athlete/Horse combinations. Each Athlete may only ride one Horse and this must be his declared Jumpingclash Team Challenge™ horse.

One (1) day before the JTC competition the Team Manager must declare the O.C which of the three (3) riders are going to participate in the JTC competition.

THE COMPETITION FORMAT IS AS FOLLOWS.

DECLARATIONS:

JTC™ The competition will take place following a draw.

JTC™ Quarter-final, Semi-final and Final (8 teams)

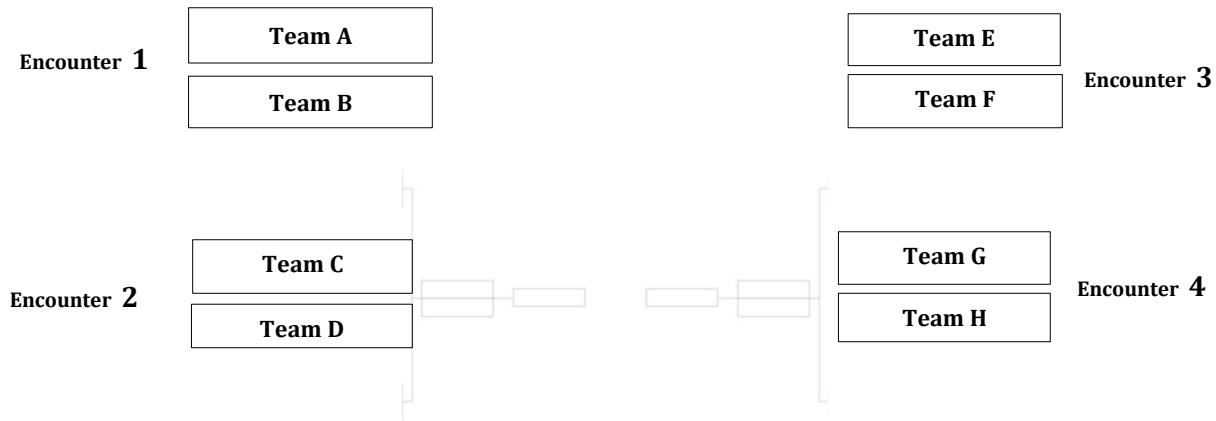
Substitution

Substitution of a horse or an athlete after being declared can only occur until sixty (60) minutes prior to the JTC™ Competition in case of exceptional circumstances for medical or veterinarian reason (with official declaration of the medical doctor or veterinarian). Substitution can only be done by the team athletes that the team manager declared for the JTC™ Event.

Drawing of Pairs.

This Draw will take place on the day prior to JTC Competition. The Drawing of Pairs is an official and obligatory act. The **JTC™** Marketing and Public Relations Manager will call the media, the representatives of Sponsors, different Organizations and Institutions and the eight (8) Team Managers/Team Riders. The supervisors of the competition must be present as well as the eight Team Manager/Team Riders. The room or space where the presentation takes place must be perfectly conditioned and personalized according to the **JTC™** rules. The entire drawing process must be covered by the media, have an on-line follow-up and its result must be communicated in the official media of the event and **JTC™**, at the latest, one hour after its finalization.

To make the pairings, the starting order will be established by a draw, as indicated as follows:



Interviews

The JTC™ Marketing and Public Relations Manager will coordinate, together with the presenter/reporter, interviews with the protagonists of the most important encounters.

Competition Format

JumpingClash is a system of competition that consists of making the team compete against each other in encounters, coming out on the course individually, within an eliminatory pyramidal chart.

JTC™ is a competition format of direct elimination, which consists of the loser of an encounter being immediately eliminated. Rounds take place, and in each of them, a certain number of teams are eliminated until leaving one team who is crowned as champion. Nevertheless, there may be exceptions in which a previously eliminated team can continue competing, re-entering the system of elimination, exceptions relate to those which are specifically established under the title VACANCIES AND WITHDRAWALS of the present clause 17.

The teams will compete against each other, coming out on the course one team rider by other one team rider, the winning team of each confrontation/encounter will pass to the next round until there is a final round.

Classification of the teams in Quarter Final (1st round) is based on the total Penalties of the three Athletes of each team.

Classification of the teams in Semi Final (2nd round) is based on the total Penalties of the two Athletes of each team.

Classification of the teams in the Final (Jump-Off) is based on the time of each Team Athlete.

For Quarter Final round the order of participation in each confrontation will be determined by draw.

Team coach will decide the order of participation in each team.

For Semi Final round the order of participation in each confrontation will be determined by the total penalties of each team in the Quarter Final Round, first competing is the team with the greatest number of penalties in the 1st round. In case of equality of Penalties, the teams will retain the starting order of the Quarter Final Round (1st round).

For Final round, (jump-off) the order of participation in the confrontation will be determined by the result in the Semi Final Round, first competing is the team rider with greatest number of penalties in the 2nd round. In case of equality of Penalties, the teams will retain the starting order of the Semi Final Round (2nd round).

The JTC™ competition takes place in 1 day:

8 Teams (1 day):

JTC™ Quarter-Final, 8 teams (3 riders/team; 24 entrances)

JTC™ Semi-Final, 4 teams (2 riders/team; 8 entrances)

JTC™ Final, 2 teams (1 rider/team, 2 entrances)

VACANCIES AND WITHDRAWALS

Team vacancies and withdrawals during the Main Chart.

If there is a withdrawal or relinquishment of a Team once the competition of the Main Chart has begun, the vacant place or places will be occupied by the best "loser/s" of the previous round. Whenever possible, an encounter will never be left void.

Withdrawal or relinquishment of a team in the Quarter-Final round, if a team withdraws or relinquishes participation in the Quarter-Final round, the encounter will be left with a single team, this team having the obligation to finish the course in order to pass to the next round. So they participate in the general classification of the round.

Withdrawal or relinquishment of the two teams of the same encounter in the Quarter-Final round, if the two teams withdraw or relinquish participation in the Quarter-Final round, the encounter will be left void and the best team classified of the losers of the rest of the encounters will be classified for the Semi-Final. For the purposes of pairings, this team will occupy in the chart the place that would have corresponded to the winner of the void encounter.

Two teams of the same encounter eliminated in the Quarter-Final round, in the supposed case that the two teams of the same encounter are eliminated or withdrawn on the course, neither of the two can pass to the Semi-Final round. The best team classified of the losers of the rest of encounters will be classified for the Semi-Final. For the purposes of pairings, this rider will occupy in the chart the place that would have corresponded to the winner of the void encounter.

Withdrawal or relinquishment of a team in the Semi-Final round, if a team withdraws or relinquishes participation in the Semi-Final round, the best team classified of the losers in the Quarter-Final round will be classified for the Semi-final round. In the supposed case of not being able to re-enter any team, the encounter will be left with a single team, having the obligation to finish the course in order to pass to the Final round.

Withdrawal or relinquishment of two teams in the Semi-Final round; if two teams withdraw or relinquish participation in the Semi-Final round, the two losing teams best classified of the Quarter-Final round will be classified for the Semi-Final. In case of not being able to re-enter either of the two teams, the final will not take place. A single semi-final encounter will take place, which will be considered the definitive final, from which the winner will emerge.

Two teams of the same encounter eliminated in the Semi-final round, If the two teams competing against each other in the Semi Final round are both eliminated after one team wins the encounter, there will not be a Final Round and the winner of the competition shall be the winner of the Semi Final encounter.

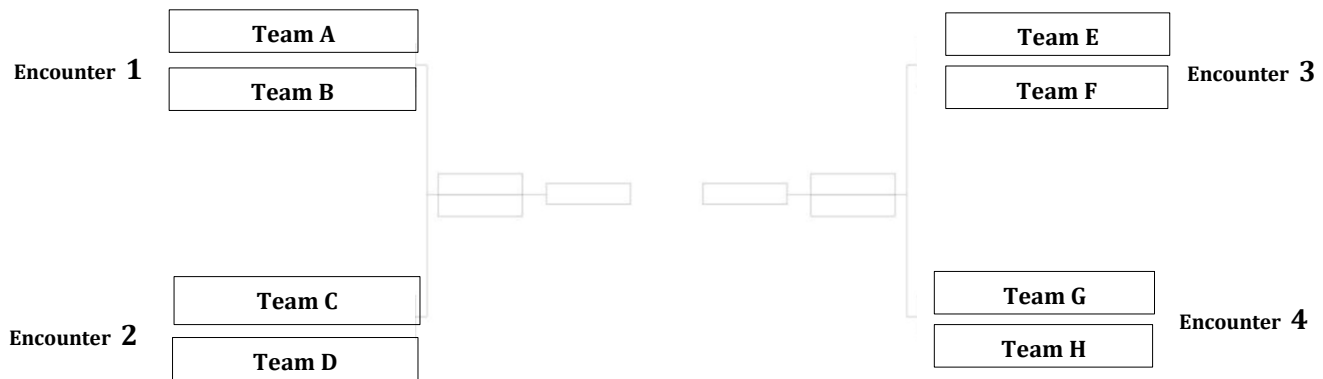
Withdrawal, relinquishment or elimination of the four teams in the Semi-Final round; if the four teams withdraw, relinquish or are eliminated in the Semi-Final round, the four will be classified as first ex-aequo and the event will be considered finalized.

Withdrawal or relinquishment of a team in the Final round; if a team withdraws or relinquishes participation in the Final round, the best team classified of the losers in the Semi-Final round will classify for the Final. In the supposed case of not being able to re-enter any team, the encounter will be left with a single team, who will not have the obligation to finish his course to be the winner.

Withdrawal or relinquishment of the two teams in the Final round; if the two teams who qualified for the Final withdraw or relinquish participation in the Final round, the two losing teams of the Semi Final round will qualify instead. If the two losing teams cannot compete, the Final will not take place. The two finalist teams will instead be classified at first ex-aequo and the Event will be considered finalized

It will be considered as a "Walkover" if after 10 minutes the organization has not been able to re-enter the team established as substitute according the JTC™ Rules.

CHART QUARTER-FINAL



STARTING ORDER FIRST ROUND

- 1st. First rider of Team A
- 2nd. First rider of Team B
- 3rd. Second rider of Team A
- 4th. Second rider of Team B
- 5th. Third rider of Team A
- 6th. Third rider of Team B
- TWO MINUTES BREAKE**
- 7th. First rider of Team C
- 8th. First rider of Team D
- 9th. Second rider of Team C
- 10th. Second rider of Team D
- 11th. Third rider of Team C
- 12th. Third rider of Team D
- TWO MINUTES BREAKE**
- 13th. First rider of Team E
- 14th. First rider of Team F
- 15th. Second rider of Team E
- 16th. Second rider of Team F
- 17th. Third rider of Team E
- 18th. Third rider of Team F
- TWO MINUTES BREAK**
- 19th. First rider of Team G
- 20th. First rider of Team H
- 21st. Second rider of Team G
- 22nd. Second rider of Team H
- 23rd. Third rider of Team G
- 24th. Third rider of Team H

First round distribution of prizes: Cash prize for the eight teams participating that complete their course, according to the penalties in the first round.

The team with the lower total points wins the encounter.

If there is a tie, the team with the lowest accumulated time score will be the winner.

This round will be judged under "**TABLE A, against the clock**" (FEI Art. 238.2.1)

The winner of each encounter will qualify for the next (second round) Semi-final, regardless of the classification the team obtained in the first round.

SEMIFINAL CHART

In this round the team coach decides which of the two team riders compete.
The team with the lower total number of penalties wins the encounter.
If there is a tie, the team with the lowest accumulated times for both athletes is the winner.
The rider who doesn't take part in the Semi-Final must participate in the Final.



STARTING ORDER SECOND ROUND

The starting order in the second round will be established according to the **JTC™** chart of pairings, as indicated below:

- 1st. Worst team 1st round classified (rider 1) of Encounter 5
- 2nd. Best team 1st round classified (rider 1) of Encounter 5
- 3rd. Worst team 1st round classified (rider 2) of Encounter 5
- 4th. Best team 1st round classified (rider 2) of Encounter 5

TWO MINUTES BREAK

- 5th. Worst team 1st round classified (rider 1) of Encounter 6
- 6th. Best team 1st round classified (rider 1) of Encounter 6
- 7th. Worst team 1st round classified (rider 2) of Encounter 6
- 8th. Best team 1st round classified (rider 2) of Encounter 6

Second round distribution of prizes: Cash prize for the four teams participating that complete their course, according to the penalties in the second round.

This round may be judged under "**Table A, against the clock**" (FEI Art. 238.2.1)

The team winner of each encounter will classify for the Jump-Off (Final), regardless of the classification it has obtained in the second round.

FINAL CHART

In this round the team coach will have to use the rider who did not take part in the semi-final.
The winning team will be the one with the lower score.

JUMP-OFF**Winner Encounter 5****VS****Winner Encounter 6**STARTING ORDER Jump-Off

- 1st. Worst team 2nd round classified (rider 3)
- 2nd. Best team 2nd round classified (rider 3)

This round will be judged under "TABLE C" (FEI Art. 239) according to the FEI jumping rules

DISQUALIFICATION:

This disqualification of an athlete from a JTC™ Event incurs the disqualification of the team and results in zero point and no prize money being awarded to the team. For the avoidance of doubt, the non-disqualified athlete on the team can continue as individual athlete at the JC Team Challenge Event taking place on the same date period. The eligibility of the disqualified athlete to continue to compete as an individual athlete at the JC Team Challenge Event shall be determined according to JTC™ and FEI rules.

TIMEKEEPING AND TIES

The events will always be timed with an FEI-homologated timekeeping system. The timekeeping system must be able to measure the time to a precision of three decimal points of a second. The time of each athlete's round will be recorded to two decimal points (1/100th) of a second, the third decimal number will be discarded after the calculation of the elapsed time (the difference between the Athlete's start time and his/her finish time).

Tie in an encounter in Quarter-Finals

In the event that there is a tie in points and time in an encounter in the Quarter-Final Round, the team with the greater number of clear rounds among the scores counting will pass to the next round. If after applying this method there is still a tie, preference will be given to the team with the lowest accumulated time.

The prize money will be divided between both of them as stipulated in the section of Distribution of Prizes of the JTC™ rules.

Tie in an encounter in Semi-Finals

In the event that there is a tie in points and time in an encounter in the Semi-Final Round, teams are separated by giving preference to the team with best classification in the first round. If after applying this method there is still a tie, preference will be given to:

- To the team with the greater number of clear rounds among the scores counting first and second round.
- To the team with lowest accumulated time.

The prize money will be divided between both of them as stipulated in the section of Distribution of Prizes of the JTC™ rules.

Tie in the Final encounter

In the event that there is a tie in time in an encounter in the Final Round, the team with best accumulated score will be the winner, adding up the faults and time of the Semi-Final round; in the event that the tie continues, the result in the Round of Quarter-Final will also be added if necessary. If after applying this method there is still a tie, preference will be given to the team with the greater number of clear rounds among the scores counting for the first and second round.

- The team with the greater number of clear rounds among the scores counting first and second round.
- The team with lowest accumulated time.

The prize money will be divided between both of them as stipulated in the section of Distribution of Prizes of the **JTC™** rules.

18. AWARDING OF PRIZES.

The award ceremony will take place after the final encounter. The award ceremony must be carried out in conformity with the **JTC™** regulations. This act will be directed by the Event Director and the Director of Circuit of **JTC™**. Only the two teams' finalists will be awarded a prize; they must obligatorily attend with the horses that took part in the final.

19. FINAL PRESS CONFERENCE.

The Final Press Conference is an official and obligatory act. The **JTC™** Marketing and Public Relations Manager will call the media. **In the Final Press Conference only the Team winner of the final will participate.** The room or space where the press conference takes place must be perfectly conditioned and personalized according to the JC rules. The entire press conference must have TV coverage, coverage of the media and on-line follow-up.

19-12-2017