



July 11-13, 2025

Longines Tops International Arena
Valkenswaard, The Netherlands

THE BARAN GLOBAL HUNTER CLASSIC

Bringing Hunters to the World Stage

The Baran leadership is thrilled to unveil the format for the inaugural **Baran Global Hunter Classic**—a groundbreaking event designed to elevate hunter competition to the world stage. Offering €300,000 in prize money, three days of high performance hunter competition will unfold July 11-13, 2025 at Longines Tops International Arena in Valkenswaard, The Netherlands. This premier competition marks the first step toward creating a global championship format, providing an unparalleled experience for top-ranked professionals, junior and amateur hunter athletes. Our mission is to inspire, innovate and redefine the future of hunter competition, offering competitors and enthusiasts new dreams and ambitions.

This visionary event has already garnered the support and commitment to participate from many of the industry's most influential figures. Jan Tops and his renowned events team, the Longines Tops International Arena, well-known equestrian commentators, leading North American event organizers and esteemed judges have signed on to participate. We are collaborating with marketing and production experts from other major sports to ensure an unforgettable experience. Additionally, the competition will showcase elite riders from both the hunter and jumper disciplines, bringing together the best talent from around the world.

With that, we are excited to present the competition and participation package—your gateway to being part of this historic event.



LEADERSHIP & OFFICIALS



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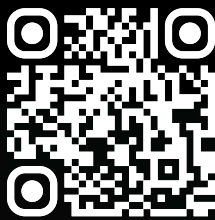
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At Jumping Gems, we help riders find horses that truly fit-matched in ability, temperament, and long term goals.

Founded by international scout and rider Francesca Arcaini, our agency was built on firsthand experience: the excitement of discovering new talent, the stress of getting it wrong, and the need for honest, rider-focused support in a high-value market.

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At Jumping Gems, we work with a trusted network of professional riders, trainers, and owners across Europe.

Our team includes local scouts and test riders based in key regions including Denmark, Sweden, Germany, France, Italy, Belgium, Ireland, the Netherlands, and Spain, allowing us to personally assess horses before they're ever shown to a client.

Every match starts with insight and trust, so we only recommend horses we've seen, vetted, and believe in.

CLIENT TESTIMONIAL



REBECCA
LANDIN



*"You sent me a perfect horse!
he's been doing so well! And he is
also being enjoyed by a
mother/daughter duo since I am
traveling so much this month!
Safe, predictable, trained, and
sound!
He's is the epitome of what we
were searching for."*

Find your Gem & Enjoy the Ride



JONES WALKER

Jones Walker LLP is proud to sponsor **The Baran Global Hunter Classic.**

Jones Walker's equine law team offers strategic counsel to clients in the thoroughbred and sport-horse industries, including owners, competitors, trainers, sponsors, and horse show organizers. We handle purchases and sales, sport horse syndications, USEF and FEI compliance, all contractual agreements, and dispute resolution. With firsthand industry involvement and support from the firm's tax, immigration, employment, corporate, and litigation practices, we provide comprehensive guidance, helping clients navigate legal challenges with confidence and clarity.

Laura D'Angelo

Partner, Equine Industry Leader
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LOCATION

ADDRESS

Longines Tops International Arena
Maastrichterweg 249
5556 VB Valkenswaard
The Netherlands

BY TRAIN

Eindhoven Station is 18km from the venue and is served by trains from all over Western Europe. From here you can get a taxi or bus to the venue.

BY CAR

Large parking area is available on site.

BY PLANE

Eindhoven Airport is 23km from the venue with flights from all over Europe. From here you can get a taxi or bus to the venue.

Alternatively, you can fly to Amsterdam Airport, which is approximately two hour's drive from the Longines Tops International Arena.





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RIDER ELIGIBILITY CRITERIA

PROFESSIONAL HUNTER RIDER & TEAM CAPTAIN

- Top three riders from the 2024 USHJA International Hunter Derby Championships
- Five additional riders based on the USHJA World Champion Hunter Rider (WCHR) year-end standing for 2023 & 2024 combined
 - Should the top five riders elect to not attend, the five spots will be filled by moving down the combined 2023 & 2024 WCHR list.
- Two wild card spots available

WCHR Year End Rankings					2024 USHJA International Hunter Derby Championships		
	Rider	2023	2024	2023/24		Rider	
1	Nick Haness	1801	1979	3870	1	Hunt Tosh	
2	Geoffrey Hesslink	1838	1763	3601	2	Elizabeth Boyd	
3	Scott Stewart	1641	1768	3409	3	Scott Stewart	
4	Kate Conover	1895	1480	3375			
5	John French	1834	1499	3333			
6	Amanda Steege	1078	1631	2709			
7	Halle Robinson	1077	1637	2707			
8	Holly Orlando	1456	1213	2669			
9	Christopher Payne	1398	1188	2586			
10	Michael Britt-Leon	1029	1508	2537			
11	Hunt Tosh	1175	1340	2515			
12	Elizabeth Boyd	1083	1265	2348			
13	Victoria Colvin	1105	1219	2324			
14	Kelly Lorek	1160	1143	2303			
15	Leslie Steele	1295	948	2243			
16	Jennifer Hannan	1006	1174	2180			
17	Samantha Schaefer	660	1494	2154			
18	Marylisa Leffler	813	1265	2078			
19	Caleb Cooney	1110	955	2065			
20	Vivian Yowen	1047	979	2026			
21	Brady Mitchell	1403	622	2025			

RIDER ELIGIBILITY CRITERIA

CONTINUED

JUNIOR OR AMATEUR

- Each team captain selects a junior or an amateur rider.
- The junior or amateur must meet one of the following certificate of capability:
 - Have been champion or reserve champion at a USHJA WCHR event in a 3'6" division between Jan. 1, 2024 and April 1, 2025.
 - Have completed a USHJA WCHR International Hunter Derby.

INTERNATIONAL JUMPER ATHLETE

- Each team captain selects the international jumper rider.
 - The team captain must provide a horse for the selected international jumper rider to compete.
- The international jumper rider must meet one of the following certificate of capability:
 - Ranked in the Top 50 of the Longines World Ranking List as of April 1, 2025.
 - Have represented their country at the Olympic Games, World Equestrian Games, World Cup Finals or an FEI Regional Championship.



COMPETITION FORMAT

WELCOME CLASS | FRIDAY, JULY 11 | EARLY AFTERNOON

Horses and riders will have the opportunity to compete in a 3'6" warm-up class, allowing them to acclimate to the arena and jumps for a confident start to the week. Additionally, they will be granted a one-time flat session in the grass ring in the days leading up to the event. This dedicated preparation time will also enable the team captain to assist their international rider in fine-tuning their performance ahead of the competition.

ROUND 1 | FRIDAY, JULY 11 | MID AFTERNOON

UNDER SADDLE | 10% OF TEAM FINAL SCORE

The first round of team competition begins with a unique under saddle class in a hack-off format. All 30 riders will showcase each gait once in both directions, each will be scored and the top 10 called to the middle of the arena. Once the other 20 have been assessed, they will be excused and the top 10 will hack off and be pinned in reverse order.

Each team may drop one score to get their highest combined total from two riders. This combined score from the first round of team competition will be placed separately and count for 10% of each team's final standings. **Prizes: Ribbons 1st through 10th.**

ROUND 2 | SATURDAY, JULY 12 | EARLY AFTERNOON

CLASSIC HUNTER ROUND | 40% OF TEAM FINAL SCORE

Horse-and-rider combinations are invited to participate over a beautiful 3'6" classic hunter course. Teams will return in reverse order of their standings from Round 1. The international jumper athlete will be each team's lead-off rider, followed by their junior or amateur and finish the class with each team captain.

Each team may drop one score to get their highest combined total from two riders. This combined score from the first round of team competition will be placed separately and count for 40% of each team's final standings. **Prizes: Ribbons 1st through 10th.**

ROUND 3 | SUNDAY, JULY 13 | EARLY AFTERNOON

HANDY HUNTER ROUND | 50% OF TEAM FINAL SCORE

All 30 horses will be invited to compete over a spectacular 3'6" handy hunter course. Teams will return in reverse order of their combined standings from Round 1 & 2. The international jumper athlete will be each team's lead-off rider, followed by their junior or amateur and finish the class with each team captain.

Riders will be scored on their handiness, pace, track and brilliance. Each team may drop one score to get their highest combined total from two riders. This combined score will be placed separately and count for 50% of each team's final standings

Prizes: Ribbons 1st through 10th

DAILY SCHEDULE



TUESDAY, JULY 8

Hunter Schooling (sand show arena)
12:00 p.m. – 3:00 p.m.

Open Schooling (warm-up arena)
9:00 a.m. – 5:00 p.m.

Lunging (lunging arena)
12:00 p.m – 3:00 p.m.

WEDNESDAY, JULY 9

Hunter Schooling (sand show arena)
9:00 a.m. – 3:00 p.m.

Open Schooling (warm-up arena)
9:00 a.m. – 5:00 p.m.

Lunging (lunging arena)
time sign up required
12:00 p.m – 3:00 p.m.

Media Day (Riders and Grooms)
9:00 a.m. – 3:00 p.m.

THURSDAY, JULY 10

Grass Arena Acclimation – Flatting Only
8:00 a.m. – 10:00 a.m.

Hunter Schooling (sand show arena)
9:00 a.m. – 3:00 p.m.

Lunging (lunging arena)
time sign up required
8:00 a.m – 3:00 p.m.

Officials Meeting (media area)
10:00 a.m. – 11:00 a.m.

Competitor Meeting (media area)
required for all riders
11:00 a.m. – 12:00 p.m.

Welcome Lunch (VIP)
12:30 p.m. – 2:00 p.m.

DAILY SCHEDULE



FRIDAY, JULY 11

Hunter Schooling (sand show arena)

8:00 a.m. – 3:00 p.m.

Open Schooling (warm-up arena)

8:00 a.m. – 3:00 p.m.

Lunging (lunging arena)

time sign up required

12:00 p.m – 3:00 p.m.

Welcome Class (grass arena)

3:30 p.m – 6 p.m.

Under Saddle Class (grass arena)

6:00 p.m. – 6:30 p.m.

SATURDAY, JULY 12

Hunter Schooling (sand show arena)

8:00 a.m. – 3:00 p.m.

Open Schooling (warm-up arena)

8:00 a.m. – 5:00 p.m.

Lunging (lunging arena)

time sign up required

8:00 a.m – 3:00 p.m

Classic Hunter Class (grass arena)

3:30 p.m. – 6:00 p.m.

Welcome Party, sponsored by C. Jarvis International Insurance (VIP)

7:00 p.m. – 10:00 p.m.

SUNDAY, JULY 13

Hunter Schooling (sand show arena)

8:00 a.m. – 3:00 p.m.

Open Schooling (warm-up arena)

8:00 a.m. – 2:00 p.m.

Lunging (lunging arena)

time sign up required

8:00 a.m – 2:00 p.m.

Handy Hunter Class (grass arena)

2:45 p.m – 5:45 p.m.

PRIZE MONEY & AWARDS BREAKDOWN

€300,000 TOTAL PRIZE MONEY

TEAM FINAL STANDINGS | €270,000

Prize Money | 1st-6th

€91,800 | €67,500 | €45,900 | €29,700 | €18,900 | €16,200

Team Ribbons | 1st-10th

Trophy, Sashes

TOP USA HUNTER PROFESSIONAL | €10,000

Prize Money | Top Hunter Professional

Sash

TOP USA JUNIOR/AMATEUR RIDER | €10,000

Prize Money | Top Junior/Amateur Rider

Sash

TOP INTERNATIONAL RIDER | €10,000

Prize Money | Top International Rider

Sash

ENTRY PACKAGE



Upon declaration of a qualified team captain, junior or amateur and international jumper athlete, you meet the eligibility requirements to purchase a team for the competition.

This package is thoughtfully designed to provide a world-class experience—not only at the event but throughout your stay in The Netherlands. It also streamlines all travel logistics for the horses, ensuring a seamless, stress-free and healthy journey from start to finish.

The package will include the following:

EQUINE TRAVEL

- Round-trip flights for three horses per team.
- Round-trip equine ground transportation in Europe between the airport and the venue.
- Facilitation of all equine paperwork for customs and health requirements.

VIP EXPERIENCE | THE BARAN TOPS INTERNATIONAL 4* AND 2*

- One VIP table seating eight people per team in the Longines Tops International VIP Lounge for the entire Tops International event week.
 - › VIP table includes daily meals and beverages during events.
- Welcome Lunch invitation for each team member.
- The Baran Launch Party Saturday evening.

TEAM ACCOMMODATIONS

- Three hotel rooms for the week at the Pullman Eindhoven Cocagne; one for each rider.
- Three hotel rooms for the week; one for each groom.

TEAM TRANSPORTATION

- Daily shuttle service between Pullman Eindhoven Cocagne and venue for riders.
- Daily shuttle service between hotel and venue for grooms.

HORSE SHOW ENTRIES

- Entry fees for three riders.
- Entry fees for three horses.

This package is valued at over €100,000 and will be offered at a special rate for this inaugural event. We are proud to offer €300,000 in prize money over the three-day competition.

Price on request for qualified professionals.
Please contact [**thebaranevent@gmail.com**](mailto:thebaranevent@gmail.com).

RULES & REGULATIONS

SHIPPING DATES

Horses to arrive no sooner than Tuesday, July 8 and leave the venue Monday, July 14.

STABLING, FEED & BEDDING

The Stabling/Feed Office may be reached from July 8-13.

PRIZE MONEY

Prize money will be mailed within 30 days of the conclusion of the show to the owner or designee as listed on the entry form. All prize money and refund checks must be cashed by December 31, 2025. After that date, checks are null and void and will not be re-issued.

ATTIRE

It is the tradition of the competition ring that riders and drivers be correctly attired for the class in question, that attendants be neatly dressed, and horses be properly presented.

Formal attire required. Scarlet or dark coats for men, shadbellies for women. White shirts with white stock tie; white, buff or canary breeches.

Protective headgear. It is compulsory for all persons to wear properly fastened protective headgear in compliance with the accepted testing standards. Headgear must be properly fitted with harness secured. While competing in a jumping class, if a rider's chin strap becomes unfastened, the rider may stop, refasten the chin strap and continue their round without penalty or elimination. A judge may but is not required to stop a rider and ask them to refasten a chin strap which has become unfastened, again without penalty to the rider.

Any exhibitor may wear a protective vest, either body protecting or inflatable, specifically designed for use in equestrian sport without penalty from the judge.

TACK

Snaffles, pelhams and full bridles, all with cavesson nosebands, are required.

Judges may penalize, but may not eliminate, a horse or pony that competes in a snaffle, pelham, or full bridle that is unconventional. Unconventional snaffles, pelhams, or full bridles include, but are not limited to, hunter gags, kimberwicks, etc.

Judges must eliminate a horse or pony that competes in illegal bits or nosebands. Illegal bits include, but are not limited to, three rings, gags (other than the hunter gag), etc.

Illegal nosebands include, but are not limited to, drop, flash and figure eight nosebands.

Standing martingales used in the conventional manner are allowed for all over fences classes. All other martingales are considered illegal. Martingales of any type are prohibited in under saddle classes. A judge must eliminate a horse or pony that competes in a martingale other than a standing martingale used in the conventional manner.

RULES & REGULATIONS

TACK (continued)

All artificial appliances, including but not limited to, nasal strips, nose nets, belly bands, boots, wraps and bandages are prohibited and are cause for elimination. In the case of inclement weather competition management may permit the use of bell boots.

Whips. Competitors are prohibited from carrying a whip that is longer than 30" (75cm) while jumping or schooling over fences. A rider may not carry more than one whip. Whips that are weighted at the end are prohibited.

No exhibitor may carry a whip longer than 30" while competing.

COURSE

All obstacles must be set at the required height of 3'6".

Except in case of inclement weather, broken equipment or similar emergency a course must not be altered except with written permission of all exhibitors. If one or more original obstacles are rendered unusable during a class and no duplicate exists, management may substitute obstacles which approximate as nearly as possible the originals.

Horses must be shown over a minimum of eight obstacles at the required height.

At least one change of direction (change of lead) is required in every course.

No course may have exhibitors trotting or cantering through the in-gate or out-gate; any exhibitor choosing to trot or canter through the in-gate or out-gate will be eliminated.

In over fences classes, riders shall not be required to hand gallop the first fence of a line consisting of a measured distance.

A track is established once a horse has landed from a fence or completes a required test and follows the horse until the consecutive fence is jumped or the next test is executed. Upon completion of each consecutive fence or performance of the next test, the track is erased. Crossing a track between obstacles and/or required tests shall constitute disobedience and will be penalized by the judge(s). Exceptions:

- A course diagram that requires a rider to cross their track.
- Snake or multiple panel jumps that are jumped consecutively.

JUMPS

Obstacles must simulate those found in the hunting field such as natural post and rail, brush, stone wall, white board fence or gate, chicken coop, aiken, hedge, oxer, etc.

Chicken coops hinged at the top and free at the bottom; triple bars and hogs back; striped rails; targets; any spread over four feet and square oxers are prohibited.

RULES & REGULATIONS

JUMPS (continued)

Every course must have at least four different types of obstacles.

The jumpable portion of all obstacles must be a minimum width of eight feet wide.

A minimum two inch difference is required for the back element of an obstacle.

A ground line is required for all obstacles except in a Handy Hunter course.

Jump Cups

- The top element of all obstacles except the back rails of oxers must be securely placed with cups at least one and a half inches deep and three inches wide so that a slight rub will not cause a knockdown
- FEI approved safety cups must be used for the back rail of all oxers.
- Logs, caps on walls and gates with a separate plank style top element that can be knocked down are permitted.

In a handy course obstacles and track must simulate those found in trappy hunting country. The course must have at least two changes of direction, at least one in and out, as well as three of the following: hand gallop a jump, bending line, rollback turn, halt, fence at the end of the ring or open a gate while mounted. **No trot jumps to be allowed.** Judges must place emphasis on promptness and tight turns with precedence being given in that order. Handiness is defined as time and ground saving movement without adversely affecting performance or style. Brilliance of pace, or reduction of strides, is defined as a faster pace than ordinary, without sacrificing performance or style. Hand Gallop is defined as a significant increase in pace without sacrificing performance or style.

An in and out is considered as two obstacles in the required number of obstacles. It must never be used at the start of a course. An in and out is two jumps set for one or two strides.

GENERAL RULES OVER FENCES

Circling once upon entering the ring and once upon leaving is permissible.

All classes must be judged on performance and soundness.

- Performance over Fences: Judged on even hunting pace, manners, jumping style together with faults and way of moving over the course. Brilliance should be emphasized.
- Soundness: All horses must be serviceably sound.

In classes over fences, all horses being considered for an award must be evaluated for soundness. **Horses will be required to trot a circle on a loose rein at the end of each over fences performance.** Horses may be asked to return to the ring and trot another circle at the judge's discretion. Horses that are considered unsound will be eliminated and ineligible for an award in that class. The judge's decision regarding soundness is final.

RULES & REGULATIONS

GENERAL RULES OVER FENCES (continued)

In classes over fences, the following will be considered when faults are incurred:

- When a horse makes two faults at one obstacle only the major fault will be counted.
- When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized
- At an in and out, the faults committed at each obstacle are considered separately.
- In case of a refusal or runout at the second obstacle of an in and out, the competitor may re-jump both obstacles of the in and out.

In cases of broken equipment or loss of shoe while competing, the rider or handler may choose to continue without penalty. If they decide to stop to address the situation that rider/handler will be eliminated. In the case of the jump(s) falling over due to weather or act of God, the rider must remain in the ring until receiving instructions from the judge(s) or be eliminated. In this instance, the decision of the judge(s) is final.

In the event of elimination, the horse must exit the ring immediately.

Obstacle Not Properly Set. If a competitor jumps an obstacle that has not been reset, or has been reset improperly, due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle they will be penalized accordingly.

FAULTS OVER FENCES

The following faults are scored according to the judge's opinion and depending on severity or division, may be considered minor or major faults:

- Rubbing the jump
- Swapping leads in a line or in front of a jump
- Late lead changes
- Spooking
- Kicking up or out
- Jumping out of form
- Jumping off the centerline of jump
- Bucking and/or playing
- Adding a stride in a line with a related distance
- Eliminating a stride in a line with a related distance
- Striking off on a wrong lead on the courtesy circle. (May be corrected with either a simple or flying change of lead without penalty)

The following are considered major faults:

- Knockdown (Base score of 45)
- Refusal (Base score of 40)
- Refusal or stopping while on course (Base score of 40)
- Crossing the track (Base score of 40). A track is established once a horse has landed from a fence or completes a required test and follows the horse until the

RULES & REGULATIONS

FAULTS OVER FENCES (continued)

consecutive fence is jumped or the next test is executed. Upon completion of each consecutive fence or performance of the next test, the track is erased.

- Crossing a track between obstacles and/ or required tests shall constitute a disobedience and will be penalized by the judge(s). Exceptions:
 - › A course diagram that requires a rider to cross their track
 - › Snake or multiple-panel jumps that are jumped consecutively
 - › Dangerous jumping
 - › Completely missing a lead change
 - › Adding or eliminating a stride in an in and out (Base score of 50)
- Breaking stride or trotting while on course. (Base score of 55) Exceptions:
 - › Where posted on the course diagram i.e. trot jumps, steep banks, etc.

The following constitute elimination:

- Off course
- Jumping course before it is reset
- Bolting from the ring
- Fall of horse and/or rider (rider shall not remount in the ring)
- Stopping for loss of shoe or broken equipment

JUMPING ORDER OVER FENCES

A jumping order will be established for all classes over fences. The jumping order must be posted at least one half hour prior to the start of the class. A systematic rotation of the jumping order must be employed. Management may permit a rider to compete out of order to minimize delays. The jumping order must be established randomly either manually or by computer.

GENERAL RULES UNDER SADDLE

In Under Saddle classes, horses are shown at a walk, trot and canter both ways of the ring. Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive and move freely. Horses should not be eliminated for slight errors. Judges may ask horses to hand gallop collectively, one way of the ring. No more than eight will be asked to hand gallop at one time. All horses being considered for an award must be serviceably sound. Judges must work competitors in groups of (20) or less.

HUNTER SCHOOLING RULES

Schooling over obstacles by a hunter exhibitor while on competition grounds must be consistent with the obstacles requirements set forth in Hunter Schooling Rules

The use of FEI approved safety cups is mandatory in all warm-up/schooling areas on the back rails of all oxers. If an oxer is set so that it may be jumped in both directions, safety cups must be used on all top rails. It is the Competition Manager's responsibility to ensure sufficient FEI approved safety cups are available in each warm-up/schooling area and the competitor's responsibility to use the safety cups in the schooling area. 3. Obstacles may be flagged, in which case they must be jumped in the proper direction. The flags may be interchanged.

RULES & REGULATIONS

HUNTER SCHOOLING RULES (continued)

No one may hold a rail or touch a standard while it is being jumped.

All rails must be either in cups or totally on the ground (exception: one end of a cross rail may rest on the ground). Rails must be able to fall easily when hit.

If a rail is placed on the edge of a cup it must be placed on the far side of the cup, and is only allowed at an oxer if it does not cause the front rail to be higher than the back rail (i.e. offset).

Walk rails may be no higher than 12" at the highest point. A walk rail may be parallel to the ground with both ends in cups, or may have one end resting on the ground. Cross rails are NOT allowed. Ground rails are NOT permitted. Horses will approach and depart in a straight line only and may NOT be turned.

There may never be more than two (2) rails on the back of an oxer, with the lower rail equal in height to the lowest rail on the front of the oxer. If the oxer is flagged so that it may only be jumped in one direction, there may only be one (1) rail on the back.

Ground lines are not mandatory, however if they are used they must be placed either directly below the front of the jump or up to 1m (3'3") out. If a ground line is used on the landing side of a jump, there must be one on the take-off side, and it may not be any further out than the one on the take-off side. If an oxer is flagged so it may only be jumped in one direction, the ground line is only permitted on the front of the oxer.

If a trot, canter or placement rail is used, it may not be used at a jump higher or wider than 1.30m (4'3"). If used on the take-off side, it may not be closer than 2.50m (8'2"). If used on the landing side of a vertical, it may be no closer than 3.0m (9'10"). If used on the landing side of an oxer, it may be no closer than 20' from the back rail of the oxer.

If guide rails are used on the landing side of a jump, the closest part of the rail must be a minimum of 3 m (9'10") from the jump.

A crossrail may be made either by itself, in which case it may not exceed 1.30 m (4'3") in height, or be below a rail at a vertical, or the front of an oxer.

Swedish oxers are permitted but may have no more than an 18" height difference (low to high points).

If an item (blanket, cooler, etc.) is laid over the rail of an oxer, it may be laid over the front rail. If there is more than one rail on the front of the oxer, the item may be laid over any of those rails.

The use of materials which proves dangerous is forbidden.

If space and available material allows and safety conditions permit, combinations may

RULES & REGULATIONS

HUNTER SCHOOLING RULES (continued)

be built using correct distances. Bounce jumps may only be used with verticals and may not exceed 1.10m (3'7") in height.

Any action deemed not in the best interest of the horse will not be allowed.

The total maximum weight of equipment allowed to be added to a horse's leg, front or hind (single or multiple boots, fetlock rings, etc.), is 500 grams or 17.637 ounces (shoe excluded). Failure to comply with this paragraph will incur disqualification.

SAFESPORT STATEMENT

Reminder: All USEF Life and Senior Active members, as well as participants who have regular contact with minor athletes, are required to comply with the U.S. Center for SafeSport training requirement to be eligible to participate in the competition. All participants must adhere to the U.S. Center for SafeSport Code, USEF SafeSport Policy, and the Minor Athlete Abuse Prevention Policies. More information about these can be found at www.usef.org/safe-sport.

WAIVER & STATEMENT

The Baran Global Hunter Classic reserves the right to amend certain terms or conditions within the prize list at its sole discretion and to decline any entry, or return any entry fees before or during the show, without being liable for damages.

The Baran Global Hunter Classic is not responsible for errors, omissions or typographical errors in the prize list.

Any act of discourtesy or disobedience to the judges or officials by the owner, rider, trainer, coach or groom, shall disqualify the horse, and the owner shall forfeit all fees.

The Baran Global Hunter Classic, Ltd., shall not be responsible for any accident, loss, injury or damage to persons or property which may occur to any spectator, guest, rider, driver, groom, trainer, attendant or other employee, animal or equipment at The Baran Global Hunter Classic and the site of The Baran Global Hunter Classic. All owners and competitors are personally responsible for damages to third persons caused by themselves, their employees, their agents or their horses/ponies. They are therefore strongly advised to take out third-party insurance providing full coverage for participation in equestrian events at home and abroad, and to keep the policy up to date.

TIE BREAKER POLICY

In the case of an individual tie, the deciding factor will act similar to a handicap. The International rider will have the advantage in this case and will take the higher placing followed by the Junior rider and then the Professional Hunter rider. In the case of a Team Finals tie, the individual International jumper Rider Handy Hunter score will be the deciding factor.