



In case of a tie for any place on the overall Regional 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 greater number of clear rounds among the scores counting (i.e. maximum 3 scores per round per team) from each competition throughout the season; if there is still a tie the scores counting (i.e. maximum 3 scores per round per team) of each team from each competition will be added together and preference will be given to the team with the lowest overall score.

Two Division 2 teams will qualify for the 2014 Furusiyya FEI Nations Cup™ Final (CSIO5\* Barcelona/ESP, 09-12 October 2014).

### Allocation of Teams to Division 2 - Europe Events Counting for Points

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
	<b>Linz-Ebelsberg 3*</b>	<b>Odense 3*</b>	<b>Lisbon 3*</b>	<b>Sopot 3*</b>	<b>Budapest 3*</b>	<b>Gijon 5*</b>	<b>Bratislava 3*</b>	<b>Arezzo 3*</b>
	<b>(AUT)</b>	<b>(DEN)</b>	<b>(POR)</b>	<b>(POL)</b>	<b>(HUN)</b>	<b>(ESP)</b>	<b>(SVK)</b>	<b>(SMR)</b>
	<b>08-11.05.2014</b>	<b>15-18.05.2014</b>	<b>29.05-01.06.2014</b>	<b>05-08.06.2014</b>	<b>03-06.07.2014</b>	<b>30.07-04.08.2014</b>	<b>07-10.08.2014</b>	<b>17-21.09.2014</b>
<b>AUT</b>	*				*	*	*	
<b>ITA</b>	*		*			*		*
<b>NOR</b>		*		*	*	*		
<b>FIN</b>	*			*			*	*
<b>DEN</b>		*		*	*			*
<b>POL</b>	*	*		*				*
<b>CRO</b>	*				*		*	*
<b>CZE</b>				*	*		*	
<b>GRE</b>					*		*	*
<b>HUN</b>	*			*	*		*	
<b>POR</b>			*			*		
<b>RUS</b>	*							
<b>SLO</b>								*
<b>SVK</b>	*			*	*		*	
<b>TUR</b>				*	*		*	*

\* The teams indicated above are the only teams that may obtain points at these events. Maximum four results to count per team.