

SARASOTA POLO CLUB

SPECTATORS GUIDE

WELCOME, POLO ENTHUSIASTS!



Welcome to the Sarasota Polo Club. We're delighted you're here with us to experience the thrill of Sarasota Polo, "the fastest game on four feet!"

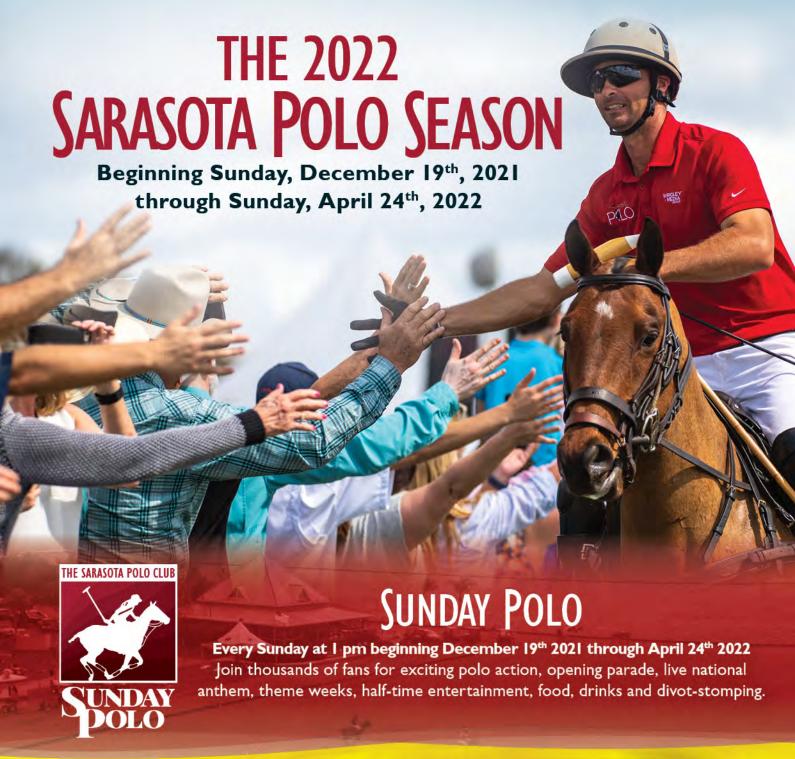
Polo is a community sport like no other. For decades the Sarasota Polo Club has been a popular destination and a pillar of the Sarasota and Lakewood Ranch social scenes. The Sarasota Polo Club is one of the largest, most dedicated and enthusiastic polo communities in the world! An estimated 50,000 spectators will be on hand during our 2022 Sarasota Polo Season, which runs December 19th 2021 through April 24th 2022.

Established in 1991 as the first development in the award-winning, master-planned community of Lakewood Ranch, the Sarasota Polo Club has a remarkable legacy. In 1922 our property was settled as a 28,000-acre timber ranch. Originally the cowboys who worked on our ranch began playing knock-around polo games in their free time. Riding their quarter horses with stock saddles, using make-shift equipment and knowing very little about polo, the cowboys played by their own rules. Rule #1 was the first rider to fall off their horse bought beer for the team, a tradition that remains in place today. Eventually mallets, saddles and a few polo ponies were donated to the "cowboy games" and in 1991 a real polo club was born.

Today, the Sarasota Polo Club spans 130 perfectly-manicured acres. Our world-class facilities include: 45 private equestrian estates, 7 Bermuda grass polo fields, a regulation-sized polo arena, a half-mile all-weather training track, stick & ball fields, riding trails, on-site stabling for up to 300 horses, an on-site veterinary clinic, a members clubhouse, and a midfield polo pavilion.

Have a wonderful time and come back and see us!





SUNSET POLO HAPPY HOUR

Every Thursday at 5:30 pm beginning March 17th 2022 through April 21st 2022
The most unique after-work party in Lakewood Ranch. Enjoy food,
drinks and polo against a backdrop of a breathtaking sunset.





FOR TICKETS AND MORE INFORMATION VISIT SARASOTAPOLO.COM

SARASOTA POLO CLUB | 8201 POLO CLUB LANE | LAKEWOOD RANCH, FL 34240

About Our Sport FAST FACTS

4 PLAYERS
PER TEAM

6 CHUKKERS
OR PERIODS IN A MATCH

60

POLO PONIES ARE RIDDEN PER GAME.

Players use one or more horses each chukker.



MPH
TOP SPEED
of a Polo Pony

300_{YDS} x 160_{YDS}

THE SIZE OF A REGULATION POLO FIELD.

Equivalent to nine football fields.

HODE Speed a Polo Ball can reach during play

M duri

MINUTES

during halftime when you can walk the field and help replace divots created by play.

71/2

MINUTES

n a chukker.

About Our Club

FAST FACTS

PRIVATE EQUESTRIAN ESTATES

One of the largest & most enthusiastic polo communities in the world,

50,000 SPECTATORS EACH SEASON

CELEBRATING OUR

31st POLO SEASON

65+
PLAYING
MEMBERS

WEEKS
SUNDAY POLO
DEC. 19 - APR. 24

THURSDAY SUNSET POLO
Happy Hour

MAR. 17 - APR. 21

A Packed Schedule
of Exclusive Member &
Community Social Events

Located in the award-winning community of Lakewood Ranch, FL just 30 minutes to Siesta Key Beach and 20 minutes to SRQ Airport

About Our Facilities

FAST FACTS

SPANNING

130

Perfectly Manicured Acres

White was

7

BERMUDA GRASS POLO FIELDS

Hosting games & practices throughout the week during polo season

ONSITE STABLING for up to 300



MIDFIELD PAVILION WITH FULL BAR

hosting events up to

MEMBER'S CLUBHOUSE WITH FULL BAR hosting events up to

250







1/ MILE
All-Weather
Training Track

FREQUENTLY ASKED Questions

WHAT SHOULD I WEAR?

Dress comfortably and for the weather. Remember, you will be walking on grass. Head-turning hats are a treasured tradition for the ladies.

WHAT SHOULD WE BRING?

Chairs are suggested. Bleachers are located at both ends of the field. Food and drink are welcome. 10x10 tents can be used at your vehicle to provide shade. Remember, all items must remain behind the safety line.

ARE FOOD & DRINK AVAILABLE FOR PURCHASE?

We have full bars available to the public. We also host an on-site food truck each week.

CAN I BRING MY DOG?

Well socialized dogs are welcome on a leash.

WHAT TIME SHOULD WE ARRIVE?

Gates open at 10am, and guests start lining up before that in order to get their preferred spot. When special events are occurring, we suggest you arrive as early as you can to ensure you get the best spot on the field, as they fill up quickly.

CAN WE SAVE SPACES FOR LARGE GROUPS?

To make it fair for all spectators, leaving your vehicle is not permitted. We suggest part of your group come early. Another option is to reserve fieldside tailgate or rental. Call 941.907.0000 or visit SarasotaPolo.com to inquire.

IS THERE DESIGNATED HANDICAPPED PARKING?

No, most parking spaces are at field level.

DO YOU PLAY IN BAD WEATHER?

The game will go on if the field is deemed safe for all athletes. If inclement weather prevents play, updates will be posted on our website and social media pages.

HOW CAN I LEARN ABOUT THE SPORT OF POLO?

Check out Sarasota Polo Magazine which you will receive upon admission, basic polo information is outlined inside or visit SarasotaPolo.com.

Learn the Polo Basics

A VIEWER'S GUIDE TO ONE OF THE FASTEST GROWING SPORTS

he 2,500-year-old game of polo is one of the fastest and most technical sports played today. It is gaining increasing popularity as a premier spectator sport and can be an easy game for the first-time spectator to enjoy. Here are a few basic facts to help you watch the game:

GAME BASICS

Polo is played on a 10-acre grass field, 300 yards in length by 160 yards, which is the approximate area of 10 football fields. Goal posts are set eight yards apart on either end of the field. The object of the game is to move the ball downfield, hitting the ball through the goal for a score. Teams change direction after each goal. The team with the most scores at the end of the match is deemed the winner.

Two teams, made up of four players each, are designated by shirt color. The players wear high boots, knee guards, and a helmet. The ponies wear protective bandages and boots to shield them from the ball or the mallet. By tradition, players wear white pants in tournaments. The mallet, made of a bamboo shaft with a hardwood head, is the instrument used to hit the polo ball.

The polo ball was formerly made of wood but is now plastic. It is about 3 to 3 ½ inches in diameter and 3 ½ to 4 ½ oz. in weight. In fact, the English word "polo" is derived from the Tibetan word "pulu," meaning ball.





The surface of a polo field requires careful and constant grounds maintenance to keep the field in good playing condition. During halftime of a match, spectators are invited to go onto the field to participate in a polo tradition called "divot stomping," which was developed to not only help replace the mounds of earth (divots) that are torn up by the horses' hooves, but to also afford spectators the opportunity to walk about and socialize.

There are six periods, or "chukkers," in a match. Each chukker is seven minutes long. Play begins with a throw-in of the ball by the umpire at the opening of each chukker and after each goal. Only penalties or injuries may stop play as there are no timeouts or substitutions allowed (except for tack repair).

The four basic shots in polo are distinguished by the side of the pony on which strokes or shots are made. That is "near-side" (left side of the mount) and "off-side" (right side of the mount). This creates the near-side forward, and back shot, and the off-side forward, and back shot. Shots can also be made under the pony's neck, across his tail, or the difficult under-the-belly shot, all variations of the basic shots.

A team is made up of four players, each wearing a jersey numbered 1 through 4, which corresponds to their assigned position. No. 1 is the most offensive player, concentrating on opportunities for scoring. No. 4 is the defensive player, primarily responsible for defending his team's goal. Usually, the most experienced and highest-rated players are at positions 2 and 3, with the pivotal player being No. 3, who must serve as an effective field captain, or quarterback. The No. 3 coordinates the offense, and passes the ball upfield to his teammates as they press toward the opposition's goal. Each player is also assigned an opponent to cover on defense and must be prepared to shift offensive and defensive modes and to make any play that will benefit his team.



THE RULES

Although there are many rules to the game of polo, the primary concept to which all rules are dedicated is safety – for the player and his mount.

The right-of-way rule is defined by a player's position relative to the direction of travel of the ball when hit. Once hit, an imaginary line is drawn from the player to the ball, and extended ahead of the ball in the direction it is traveling. This imaginary line can not be crossed by other players. In general, play will flow backward and forward, parallel to the imaginary line extended ahead of, and behind, the ball. This rule creates safe traffic patterns that enable the participants to play at top speeds and to avoid dangerous collisions.

The line of the ball may not be crossed except under special circumstances and only in such a way



as to legitimately gain control of the ball. When a player has the line of the ball on his right, he has the right-of-way. This can only be taken away by "riding off" and moving the player off the line of the ball by making shoulder-to-shoulder contact.

Strategy and anticipation are two of the most important elements in polo and usually come with experience. For the spectator, keep an eye on the horses. The speed and athletic abilities of both the horse and rider are spectacular. All of these elements combined make the fast-paced action of polo one of the most exciting and demanding sports in the world.

PLAYER HANDICAPS

Each player is assigned an individual handicap on the ascending basis of C, B, A (-2 thru 0) and 1 thru 10. This Handicap reflects the player's ability and his value to the team. The higher the handicap, the better the player (which is opposite to golf). There are only a few 10-goal players in the world.

The team handicap is the combined handicaps of the four players. The team with the lesser handicap is granted the difference in goals (or points) prior to the start of the match. For that reason, a match may well have a "score" prior to the start of the game based on team handicaps.

Player handicaps are evaluated and revised annually by the United States Polo Association. Handicapping is a subjective evaluation of the individual's horsepower, game sense, hitting ability, and overall value to a team.

PONIES

The polo ponies are central to the success of any team. They are primarily Thoroughbreds, often with race track experience, and considered the most athletic of equine performers because of the requirements to sprint, stop, turn and accelerate to open speed for seven minutes in duration. Although they are called "ponies," they are actually small horses (average height 15 to 16 hands high). Players must change mounts after each chukker due to extreme demands placed on the ponies. Therefore, a team usually has a minimum of 24 horses available during the match.

Most horses can be trained to play polo, however training horses to learn the game should only be taken on by experienced polo players. Beginner and intermediate players are much better off buying an already trained polo pony.



Back Shot: A shot that can be hit from either side of the horse.

Chukker: There are six chukkers in a polo match, each one lasting 7 ½ minutes. Between each chukker, players change horses.

Divot Stomping: An activity that incorporates spectators into the game. During halftime, spectators are invited to go onto the playing field to replace pieces of turf that have been dug up by the horses.

Double-Chukkered: This term means that the same horse has been approved to be played again in a later chukker.

Field: The polo field is 300 yards long and 160 yards wide (10 acres). The goal posts have an 8-yard span.

Game: The game of polo consists of either four or six chukkers, depending on the number of available horses, the level of play, or the nature of the tournament.

Goal: A goal is scored when the ball crosses the line between the goal posts.

The team's goal changes each time a goal is scored.

Handicap: Registered players are rated on a scale of minus 2 through 10 (the higher the better). Only 0 and 1 goal players can go up in half-point increments.

Hook: This is an extremely effective

defensive technique. A player may use his mallet to interfere with his opponent's swing.

Knock-In: Should a team, in an offensive drive, hit the ball across the opponents' backline, the defending team resumes the game with a free hit from the backline.

Line-of-the-Ball or Right-of-Way: This imaginary line follows the path that the ball takes. On each side of this line is a lane and these two lanes determine the right-of-way of the player.

Mallet: The shaft is made of bamboo cane with a hard-wood head. The head is beveled on one end to allow a full swing flush to the ground. The mallet is highly flexible and varies in length.

Near-Side Shot: This type of shot is made from the left side of the horse. A near-side shot can either be a forehand or backhand shot.

Neck Shot: A ball which is hit under a horse's neck from either side.

Off-Side Shot: The off-side is the right side of the horse. It is the most commonly used shot in polo.

Penalty: A penalty is a free hit towards the goal from a set distance. The severity of the foul committed determines what penalty will be awarded.

Positions: Each of the four team members play a distinctly different position. Players may momentarily change positions, but they try to stay at their initial spot. Player No. 1 is the most forward offensive player. No. 2 is just as aggressive, but plays deeper. No. 3 is the pivot between offense and defense and tries to turn all plays to offense. No. 4, or the back, is the defensive player whose principle role is to protect the goal.

Ride-Off: A ride-off occurs when two riders attempt to push each other off the line of the ball.

Tail Shot: A tail shot involves hitting the ball behind and under the horse's rump.

Third Man: This refers to the referee who sits off the field. If and when the two umpires on the field are in disagreement, the third man makes the final decision.
Throw-In: A chukker begins and many plays resume with the umpire bowling the ball between the two ready teams.

Umpires: Two mounted umpires on the field consult each other after each infringement and impose a penalty only if they agree. If they do not agree, they confer with the third man. They also monitor safety for the players and horses. •





Polo Boots

For the same reasons that knee pads are essential to a polo player's safety during a match, top quality riding boots are a must. Ideally these made-for-polo boots should be thick, high quality leather, with a good sole and ankle support.

Polo Bags

Bags help carry the equipment (sticks, boots and saddle).

Polo Whip

The whip should have a good solid leather grip.

Protective Helmet

Polo was once a form of training for cavalry - a mentality it's easy to understand when you dress for a polo match today, with its own special protective equipment. Most important in this regard is the helmet to insure the player against any glancing blows

from the polo ball, stray mallets and other potential hazards of the sport.

When choosing a helmet it is always best to choose a product which has been approved by NOSCAE (the National Operating Committee on Standards for Athletic Equipment).

Polo Balls

Different playing conditions can require different polo balls, so it's best to consider which best suits your circumstances. In situations where weather conditions limit visibility, red balls can ensure a match goes ahead. The standard ball for outdoor polo is made of bamboo or willow root, measures about

Regulation Spurs

Pair solid boots with some reliable spurs, as without a strong, preferably stainless steel pair, any issues with this will affect the player's balance, and even safety, during the game.

Saddles

Saddles are English-style with deep seats like jumping saddles.

Polo Gloves

3 ¼ inches in diameter and weighs about

4 ounces.

The best modern polo wear is designed not just for protection, but also comfort and challenging conditions. Good quality gloves can offer extra grip in slippery conditions and low temperatures, meaning a good pair can be the difference between success and failure in the key moments of a match.

Polo Mallets and Sticks

At the business end of your polo game, the polo mallet and stick needs the right specification for you. The weight of the mallets and the length of the stick are both customizable to ensure this instrument suits the height of the pony, as well as playing style. The mallet has a rubber-wrapped grip with a webbed thong for wrapping around the hand and a flexible bamboo-cane shaft with a bamboo head 9 1/2 inches in length, the whole weighing about 7 ounces and varying from 48 to 53 inches, depending on pony size and length of a player's arm. The ball is struck with the side of the mallet, not the end.

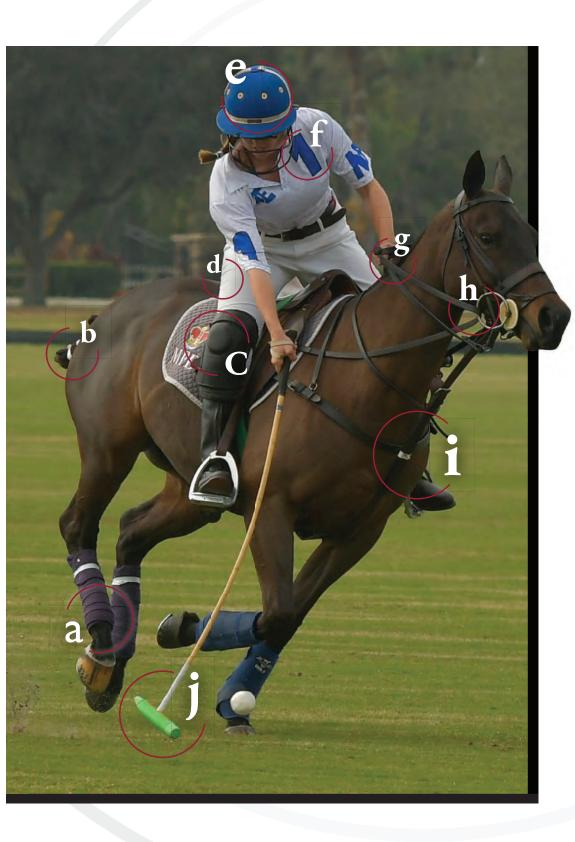


Polo Knee Pads

Knee pads are also an essential part of the kit, with a player's legs very exposed to the rigors of the match in the saddle. Different players may favor different variations of polo knee pads, including either two or three straps (the third helping to further secure the pad if necessary).

What is That?

KEY TERMS AND DEFINITIONS



a Bandages

Protective wrapping that shield ponies' legs against contact with ball.

Braided Tail

Prevents interference with the mallet

C Knee Guard

For knee protection.

Breeches

Polo pants, always white in polo.

e Helmet

Hard surface, lined and strapped. The helmet protects the player from swinging mallets and balls traveling at a speed of nearly 100 mph.

f Number

Each player wears a number 1-4. Every team member has a different role in the game

g Reins

To enhance control of the pony

h Bridles

This series of leather starrings and supports give the player steering and stopping control

Breast Plate

Stops the saddle from slipping back

Mallet

Made of Bamboo or plastic composite shafts. Mallets come in different lengths depending on the height of the pony

COMPENDIUM OF POLO

A Brief History and Trivia of the Sport of Kings

30 Just like in other sports, polo players can draw a foul if they act in a way which the umpire deems dangerous to the play. Typically, a penalty shot is given to the opposing team. Depending on the severity of the foul, the penalty shot may be taken from several locations, with the closest penalty shot being awarded 30 yards away from the goal line.

On average, a 1,000-lb. horse will eat approximately 29 pounds of hay a day.

The first cup of the Americas, involving the United States and Argentina, was played in 1928 at Meadow Brook. 100,000 spectators were in attendance. The U.S. won, and won again in 1932, but Argentina has been victorious in every other meeting since.a

The average speed a horse can gallop is 27 miles per hour (44 kilometers per hour).

The average number of teeth a horse has is 26. Within the first two weeks of life, foals erupt 12 baby teeth. By nine months of age, 12 more baby teeth have erupted. Canine (or bridle teeth) erupt at about 4-5 years in male horses. They also erupt in about 20-25 percent of mares and are usually smaller than those found in males.

Horses drink at least 25 gallons of water a day. Those in hotter climates, like Florida, or those in active competition, like polo, will likely drink much more than that.

24 Polo was an Olympic sport from 1900 to 1936. In the Olympic Games held in Paris, France in 1924, Argentina won the first gold medal in the country's history.

Michael Jordan, one of the best basketball players ever, wore the jersey No. 23. His polo equivalent, Adolfo Cambiaso of Argentina, is currently ranked first in the world with a 10-goal handicap rating.



22 An adult horse's brain weighs on average 22 ounces, which is about half the weight of a human brain.

21 Horses' heights are measured in a unit known as "hands." One hand is equivalent to 4 in. The tallest horse on record is a Shire named Sampson, who was 21.2 hands tall.

The British are credited with spreading polo worldwide in the early 20th century. When polo arrived in the United States, polo changed to become a high-speed sport, differing greatly from the game in England, where it involves short passes to move the ball towards the opposing goal.

The world's largest horse is a purebred Belgian stallion named Brooklyn Supreme. He stood 19.2hh (6'6") at his withers and weighed more than 3,200 pounds. He is currently entered in the Guinness Book of World Records.

18 The first polo club was established in the town of Silchar in Assam, India, in 1833.

17 The smallest recorded horse is Thumbellina, a miniature horse standing at 17 in. (4.25 hands) tall.

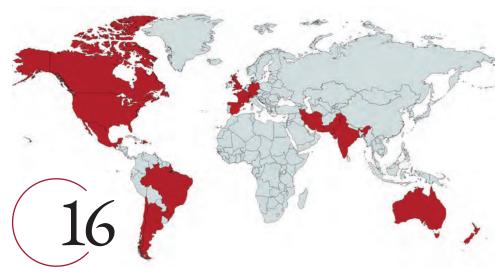
16 Polo is played professionally in 16 countries: Argentina, Australia, Brazil, Canada, Chile, Dominican Republic,

France, Germany, Iran, India, New Zealand, Mexico, Pakistan, Jamaica, Spain, Switzerland, the United Kingdom, and the United States.

The game of polo has had a strong presence in the northwestern areas of present-day Pakistan (including Gilgit, Chitral, Hunza, and Baltisan) since at least the 15th century.

14 Any horse shorter than 14.2 hands (58 in. tall at the withers) is considered a pony.

13 On May 13, 1876, the Jerome Park Racetrack in Westchester County (now Bronx County) was the site of the first American outdoor polo match.



12 It takes an average of 12 months to re-grow an entire horse hoof from start to finish. That's why it's so important to take care of their feet!

11 The human heart weighs about 11 oz., and is about the size of a clenched fist. A horse's heart typically weighs close to 11 lbs., and is about the size of a basketball.

10 Argentina is notably the country with the largest number ever of 10 handicap players in the world.

The mallet head is generally made of a hardwood called tipa and is just over 9 in. long.

8 The number of chukkers in a polo match varies, but the maximum number is 8. The minimum number is 4.

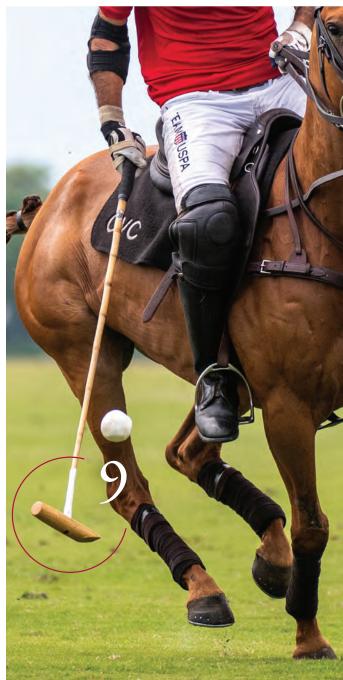
In Manipur, polo is traditionally played with 7 players on each team. The players are mounted on the indigenous Manipuri pony. There are no goal posts; a goal is made simply by hitting the ball over the end line of the field. Players strike the ball with the long side of the mallet head, not the end. Players are not permitted to carry the ball, although blocking the ball with any part of the body except the open hand is permitted.

6 Polo ponies reach their peak of athleticism and training at the age of 6. However, without any accidents, polo ponies have the ability to play until they are 20 years old.

5 Cowboy polo, which is played almost exclusively in the western United States, involves teams of five riders on a dirt surface. Teams of three riders are required for beach and snow polo.

The player who wears the No. 4 jersey is the primary defense player. They are allowed to move anywhere on the field, but they usually try to prevent the other team from scoring.



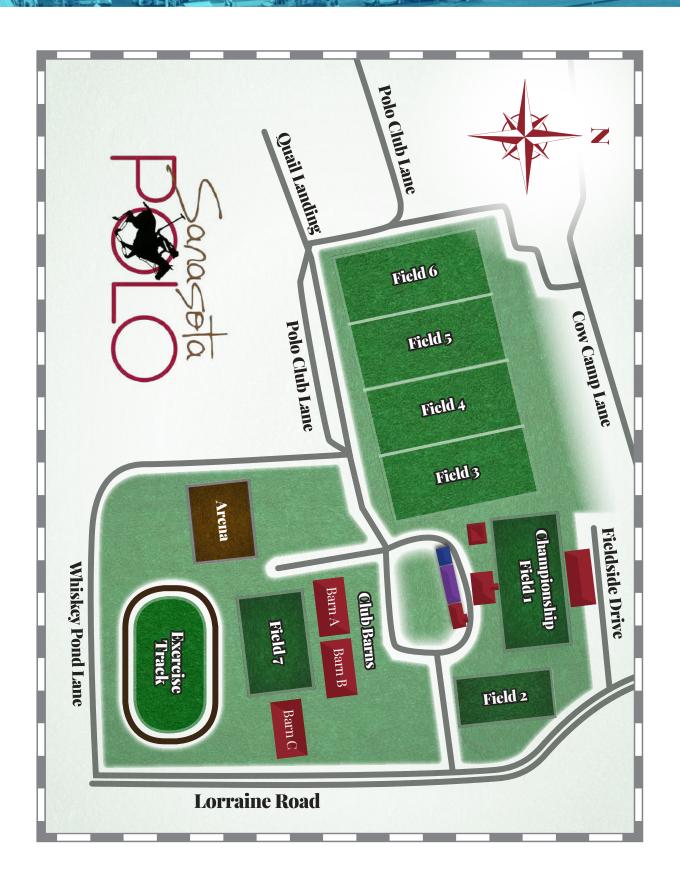


The player who wears the No. 3 jersey is the tactical leader, and must be a powerful hitter to feed balls to player Nos. 2 and 1. Player No. 3 must also be a solid defenseman. Typically, player No. 3 wields the highest handicap of the team, and tends to be the overall best player of the team.

2 The player who wears the No. 2 jersey plays an important role in offense, either running through and scoring themselves or passing to player No. 1 and getting in behind them. Defensively, player No. 2 will cover the opposing team's No. 3.

The player who wears the No. 1 jersey is the most offenseoriented player. Defensively, player No. 1 will generally cover the opposing team's No. 4. ●

GROUNDS MAP



CHAMPIONSHIP FIELD MAP

