



RUTLAND POLO CLUB - TOURNAMENT ENTRY FORM 2026

The Sandiccliffe Cup -3 goal 22/23 August 2026

Tournament Entry fee £460 per team if paid by Monday before or £500 thereafter.

RPC members please get in touch to use their member discount.

Please complete and return this entry form with payment details or the named person responsible for entry fee payment, to: rutlandpoloclub@outlook.com

Team Name.....Colours (1st)..... Colours (2nd).....

	Name, and title if relevant	HPA handicap
1		
2		
3		
Back		

Total Team Handicap _____

Team Captain Signed Team captain/manager

Tel.....Mobile.....

Email:

Address..... Postcode.....



Person responsible for entry fee Tel.....

Payment is enclosed for **Sandiccliffe Cup** to cover tournament entry - ☐. Direct bank transfer has been completed - ☐. Please use your team name as a reference - bank details: **Rutland Polo Club, Acc No. 91040499 - Sort Code: 40 35 21**. Contact shall be made with the Polo Manager or Treasurer to complete payment by credit card - ☐. Or via credit/debit card (link on the website www.rutlandpoloclub.co.uk)

**Entry is due before play, payment will be taken in advance to secure entry to the tournament.
You will be reimbursed for games which are cancelled.**

The Sandiccliffe Cup tournament will be run under HPA rules and regulations, and Rutland Polo Club tournament terms and conditions. These are available on the website, or from The Polo Manager or any of the Tournament Committee (list of Tournament Committee members on the

website). By submitting this entry you to agree to these terms and conditions. Any queries?

Contact the Polo Manager or any member of the Tournament Committee

Umpire ponies Each team must provide a fully tacked and bandaged umpire pony, warmed up and presented to the side lines no later than 15 mins before the start of their game.

Please note: If any team member is playing in any other tournament(s), the team captain must notify the Polo Manager ASAP. If a team member is unable to play, it's the teams responsibility to find a substitute player.