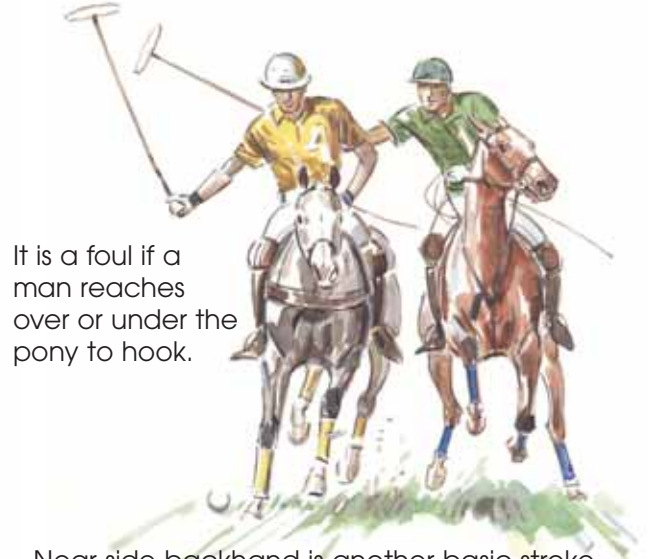


■ Polo Explained



Off side forehand - stroke is used most often because it produces the most powerful drive.

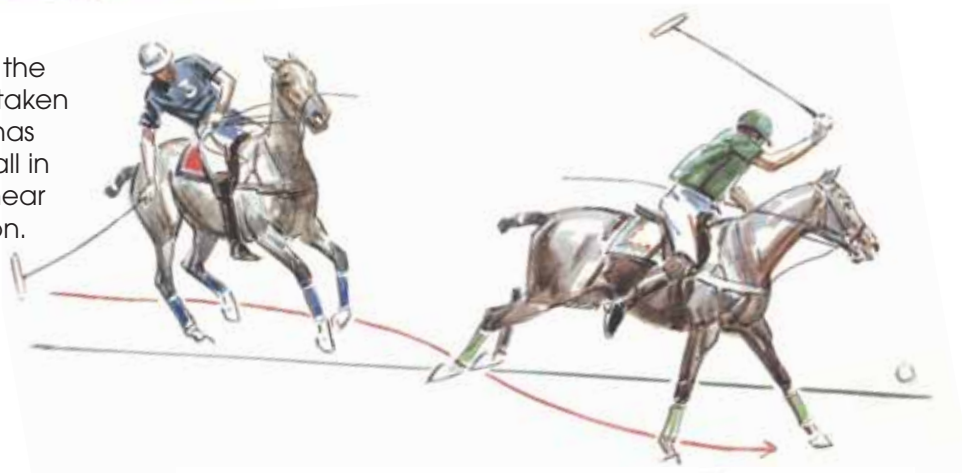
Off side tail shot is used to clear the ball when it is behind the pony. Like the neck shot, the ball is hit with more of a flick of the wrist than the use of the entire arm.



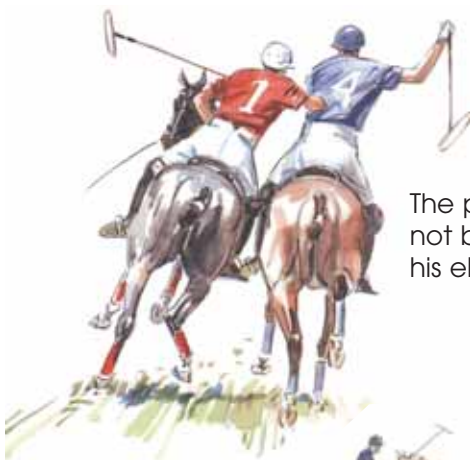
It is a foul if a man reaches over or under the pony to hook.

Near side backhand is another basic stroke. It is also important because players are not allowed to switch mallet hands and must play right handed.

Penalty: Crossing the line
The green line represents the path of the ball. The red line represents the path taken by the player in the green shirt, who has "crossed" the imaginary line of the ball in front of his opponent to hit it on the near side. This creates a dangerous situation.



The player may not butt or use his elbow.



"Turn on it!" means you've got time to turn and get into better position to strike the ball.



"Tail it!" means a back shot to team mate.

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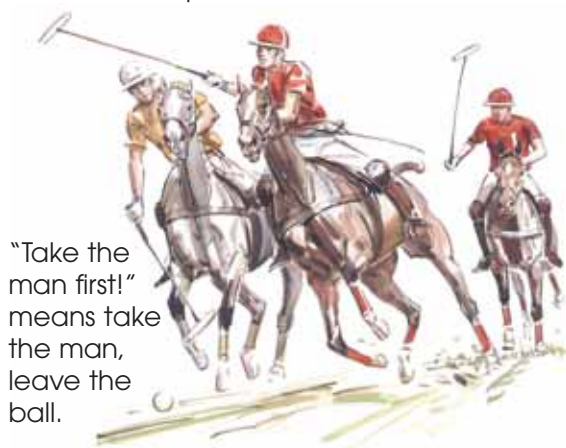
A player may hook fairly if he is on the side where the stroke is being made or directly in front or behind the striking player.

Near side neck shot is to clear the ball for a harder stroke, set up plays for team mates and attempt a shot at a difficult angle.



Off side neck shot has power but it can interfere with the pony's front legs and may, therefore, be dangerous to both horse and rider.

Near side back shot is a difficult shot to do well, but once it is mastered, it is the second most powerful stroke in use.



"Take the man first!" means take the man, leave the ball.

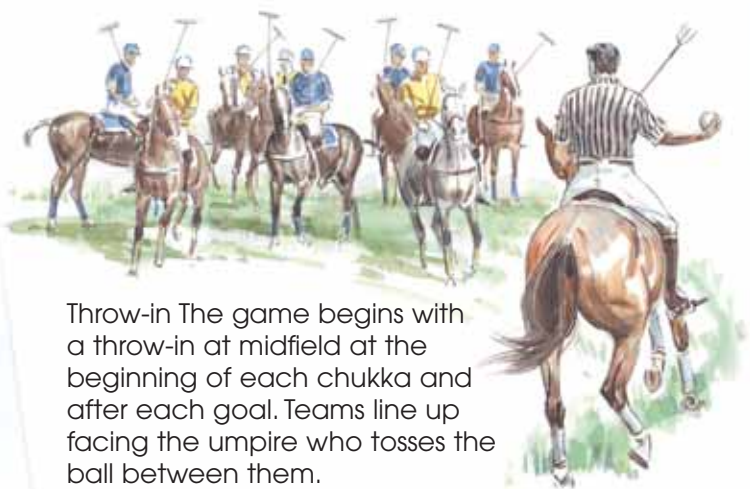


Two players following the line of the ball and riding one another off have the right of way over a single man coming from any direction.

Riding off is a basic defensive manoeuvre where the player urges his pony to shove an opponent's mount away from the ball, allowing the player or a team mate to get a clear shot. Also, a player will ride off an opponent who is about to strike the ball.



Penalty: Dangerous Horsemanship The player in the red shirt is creating a dangerous situation by crossing the hind legs of his opponent's pony. This may cause either pony to fall.



Throw-in The game begins with a throw-in at midfield at the beginning of each chukka and after each goal. Teams line up facing the umpire who tosses the ball between them.