



**United States Polo Association®**

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**ROUND ROBIN SCORE SHEET**

EVENT: \_\_\_\_\_

CLUB: \_\_\_\_\_

DATE: \_\_\_\_\_

Team/ Color	Position	HCP	Player	1		2		3		4		5		6		Totals
				Goal	Penalty	Goal	Penalty	Goal	Penalty	Goal	Penalty	Goal	Penalty	Goal	Penalty	
	1															
	2															
	3															
	4															
	ALT															
	TOTAL HCP/ PTS AWD			PONY GOALS & PENALTY 1												
			TOTALS	/	/	/	/	/	/	/	/	/	/	/	/	
	1															
	2															
	3															
	4															
	ALT															
	TOTAL HCP/ PTS AWD			PONY GOALS & PENALTY 1												
			TOTALS	/	/	/	/	/	/	/	/	/	/	/	/	
	1															
	2															
	3															
	4															
	ALT															
	TOTAL HCP/ PTS AWD			PONY GOALS & PENALTY 1												
			TOTALS	/	/	/	/	/	/	/	/	/	/	/	/	
			INJURIES (EQUINE/HUMAN)	/	/	/	/	/	/	/	/	/	/	/	/	

UMPIRES: \_\_\_\_\_

REFEREE: \_\_\_\_\_

SCORE KEEPER: \_\_\_\_\_

**A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z**

**UNITED STATES POLO ASSOCIATION®  
SCORE KEEPING INSTRUCTIONS**

Prepare Score Sheet

1. Enter name of Event, Host Club Name and date of the match
2. Enter Team Name and Jersey Colors
3. Enter Player's Full Name (the same as their USPA Membership) and their current USPA (verified) handicap
4. Enter Player's position on the team – may require verification at start of game
5. Enter total Team handicap and if any points are awarded based on handicap
6. Enter goals awarded by handicap
7. Mark which teams are playing in which chukkers by marking through the “down” chukkers
8. Indicate full names of Officials

Instructions for Chukkers

1. In the chukker number box of the top team, indicate the direction the team is going at the start of each chukker.  
→      ←  
1      2
2. In case teams get mixed up in the direction they are traveling, you can determine the correct direction by the direction they started at the beginning of the chukker and the number of goals scored. (Example: Odd goals are the opposite direction, even goals, the same direction, unless a Penalty #1 is awarded.)

Instructions for Keeping Score

1. Each goal scored shall receive a consecutive alpha (A, B, C, etc.) designation.
2. Goals are to be entered beside the scoring player's name.
3. The alpha sequence of goals will indicate the scoring pattern.
4. The score shall be subtotaled after each chukker, and the running total, including handicap, carried forward, then compared to the score board for accuracy. Do not start the chukker until the difference is determined and corrected.
5. Penalties converted are indicated by inserting the penalty number with the alpha designation. (A.4 or B.2)

Instructions for Counting “Penalties”

1. Each Penalty shall be indicated by the number of the Penalty (2, 3, 4, 5, 5b) entered in the “Penalty” box of the person who committed the penalty

4. 3. 5. 2

2. If the Penalty is converted to a score, the Penalty number is circled.

4, ③, 5, ②

3. Re-hits of the same Penalty are not considered “new” Penalties.

4. Also circle the letter of the goal made on the penalty shot

A. B. ③

Instructions for Counting “Injuries”

1. For each chukker indicate whether any injuries occurred by marking the number of injuries in the “Injuries Box”

Comments and explanations required may be made in the space at the bottom of the Score Sheet. Note specific information during an injury. i.e. The chukker, time on the clock, who was injured. You may want to have the EMT/Paramedic/Doctor write a brief description of injury and course of action taken.