



BEAUFORT  
POLO CLUB

THE JUSTERINI & BROOKS  
PRINCE OF WALES CUP  
(8 - 12 Goals)

MONDAY 18<sup>TH</sup> JUNE – SATURDAY 30<sup>TH</sup> JUNE 2018 (SEMI FINALS 28<sup>TH</sup> JUNE)

TEAM NAME: ..... COLOURS:.....

TEAM CAPTAIN:.....

HOME ..... WORK:.....

MOBILE ..... FAX: .....

EMAIL .....

	H/cap	Mobile	email
NO. 1.....	.....	.....	.....
NO.2 .....	.....	.....	.....
NO. 3.....	.....	.....	.....
BACK.....	.....	.....	.....

TOTAL HANDICAP .....

My Team would prefer not to play on\*: .....

\*We will make every effort to accommodate but NO guarantees can be given.

**SPECIAL CONDITIONS**

The Tournament will be played on Handicap under H.P.A. Rules and Regulations for Official Tournaments. Whether it is played as a League or a knockout will depend on the number of entries.

In the event of a tie at the end of the fourth chukka goals **WILL NOT** be widened for a fifth chukka.

I have seen and read the General Conditions of Entry for Tournaments at Beaufort Polo Club and I agree to be bound by them and any specific conditions set out above.

THE HPA WILL BE PROVIDING PROFESSIONAL UMPIRES FOR SEMI FINALS AND FINALS OF ALL 12 GOAL VICTOR  
LUDORUM TOURNAMENTS  
TEAMS WILL BE INVOICED SEPARATELY FOR THIS BY THE HPA AT A COST OF £300/MATCH

SIGNED (CAPTAIN): ..... Date: .....

Completed entry forms with an entry fee of £2,250 for a complete BPC team or £2,750 for Non Member team entry must reach the Polo Manager by **Tuesday 29th May 2018.**

Send completed application forms to The Beaufort Polo Club, Westonbirt, Tetbury, Glos. GL8 8QW. Cheques should be made payable to The Beaufort Polo Club. Debit card payments and cheques do not incur a fee. Credit card payments will incur a 3% surcharge.

- I enclose a cheque for £ ..... made payable to the Beaufort Polo Club
- Please charge my credit/debit card (+3% Surcharge on Credit Card transactions) £ .....

Card type: M'card/Visa Credit/Visa Debit/Amex/

Card number: ..... Amount £.....

Expiry date.....Security number.....Issue.....

Signed.....Date.....