INTRODUCTION:
Academic literature on Polo players is limited. Polo is a global and professional sport played exclusively by males and females, but the dearth of literature remains. We aimed to quantify the characteristics of the winning team of a High Goal Polo tournament, through group and knockout stages (seven games; five wins, two losses).

METHODS:
Footage from the 2017 Jaeger le Coultre Gold Cup was viewed via Pololine, a dedicated online platform (www.pololine.tv/fullmatches), and analysed using a customised matrix devised in consultation with recreational and professional Polo players. Two raters (R) performed quantitative analysis for each game. Percentage success rates were calculated for forehand and backhand shots of differing lengths and ride-offs (two players contesting for the right to play a shot). Raw differences for melees (coming together of two or more players from each team), penalties awarded (short and long) and turnovers conceded were recorded. Means and 90% Confidence Intervals are shown.

RESULTS:
Intra-rater reliability was large to very large (R1 ICC: 0.69; 90% C.I.: 0.52 to 0.89. R2 0.72; 0.52 to 0.89), with inter-rater reliability displaying lower values (0.52; 0.34 to 0.69). In general, mean turnovers conceded (0.00; 0.00 to 0.00) in Elimination phases, and 2.00; 1.18 to 2.82) and 2.00; 1.01 to 2.99 (Penaltys) were significantly smaller (p<0.05) in the games won. Overall, penalties were converted at lower values (0.57; 0.39 to 0.74) compared to turnovers conceded (0.00; 0.00 to 0.00) per game. In games won more penalties were awarded (1.43; -0.32 to 3.18) and fewer turnovers conceded (-3.00; -5.69 to -0.31) than the opposition. Long penalty (0.86; 0.02 to 1.69) and short penalty (0.57; -0.13 to 1.28) conversions suggest penalties present advantageous attacking and goal scoring opportunities. Counterintuitively, more melees were won in games lost (4.00; 3.12 to 4.88) than in games won (-0.57; -3.28 to 2.14). Forehand success rates were similar between wins and losses, as were ride-offs. Backhands demonstrated variability in games won (Middle: -1.71; -10.59 to 7.16 and Long: 0.29; -20.28 to 20.85), but were more unsuccessful in lost games (Middle: -6.00; -12.16 to 0.16 and Long: -17.5; -24.09 to -10.91).

CONCLUSION:
We recommend Polo players and teams aim to develop their backhand success rate, whilst conceding fewer penalties than the opposition. The role of melees and ride-offs in the present analysis was unclear. We suggest future research scrutinises these contested actions, especially ride-offs that take place off the ball as these may facilitate attacking play by other team members, much like blocking plays in grid-iron football.