

## QUALIFYING INFORMATION FOR PLAYERS

### **HOST CLUB**

San Antonio Country Club  
4100 N New Braunfels Ave  
San Antonio, Texas 78209  
(210) 824-8865  
[Website](#)

**FORMAT/QUALIFYING PLACES:** 18 Holes of stroke play Qualifying. The field will compete for 3 **qualifying spots** and 2 **alternate positions** in the 2024 U.S. Mid-Amateur Championship to be played September 21-26, 2024 at Kinloch Golf Club, in Manakin-Sabot, Virginia.

**TOURNAMENT YARDAGE BOOK:** The Texas Golf Association has partnered with Strackaline for its players to purchase Strackaline Tournament Yardage Books for USGA Qualifying. Use the code "TXGA" to receive the discount or [click here](#) to order. **Note: Orders should be given a full week for order processing and delivery.**

**CHECK-IN:** No check-in. Players are expected to arrive at their starting tee 10 minutes ahead of their schedule time.

**STARTING TIMES:** Pairings and Starting times will be released on July 26, 2024. Starting times, pairings and complete results can be found by visiting the Texas Golf Association website at [www.txga.org](http://www.txga.org).

**PRACTICE RANGE:** Opens at 7:00 am.

**CADDIES:** Caddies are permitted but must be provided by the player. Caddies must walk unless the TGA's extreme heat cart policy is implemented, which will be determined by the TGA 5 days prior to the qualifying date. Caddies must follow the same policies (including dress code) as the players.

**TRANSPORTATION:** Players **MUST WALK** at all times during the stipulated round but are permitted to use transportation when furnished by the Committee (Officials and Shuttles). Push/Pull Carts are allowed.

**SPECTATOR CARTS:** Spectator carts are not permitted.

**PRACTICE ROUND AVAILABILITY:** Practice rounds are available Tuesday through Thursday in July. Please contact Pro Shop to schedule tee times. San Antonio Country Club: (210) 824-8865

**PLAYOFF:** In the event of a tie for the last qualifying places, there will be a hole-by-hole playoff to determine the final qualifiers and the alternate positions if necessary. All announcements regarding the play-off will be made at the public scoreboard upon completion of the qualifying round.

**FOOTWEAR:** Model Local Rule G-7 as prescribed in Section 8 of the Committee Procedures is in effect.

**GROOVES:** Model Local Rule G-2 as prescribed in Section 8 of the Committee Procedures is in effect.

**DISTANCE MEASURING DEVICES:** A player may obtain distance information by use of a distance-measuring device. If during the **stipulated round** a player uses the device to gauge or measure other conditions that might affect his play (e.g. elevation changes, wind speed, etc.) the player is in breach of **Rule 4.3**, for which the penalty is Two Strokes and for any subsequent offense of **Rule 4.3 – Disqualification**.

**ONE BALL RULE:** Model Local Rule G-4 as prescribed in Section 8 of the Committee Procedures is **not** in effect.

**EVACUATION PLAN:** In the event of a discontinuance of play during the qualifier, players must adhere to the evacuation plan provided in this player packet.

**FOOD SERVICE:** Limited Food and Beverage will be available for purchase in the clubhouse at San Antonio Country Club.



# Field List

San Antonio Country Club | Tue, July 30 2024

<u>Name</u>	<u>City</u>	<u>Name</u>	<u>City</u>
Abad, Rafael	Venezuela	Ola, Travis	Austin, Texas
Angrove, Joe	Kerrville, Texas	Olsson, Henrik	Austin, Texas
Aycock, William	The Woodlands, Texas	Osborne, Will	Fort Worth, Texas
Baker, Jason	New Braunfels, Texas	Paschal, Tyler	San Antonio, Texas
Barrett, Brian	Houston, Texas	Paterson, Stephen	Austin, Texas
Beringer, John	San Antonio, Texas	Putman, Van	Austin, Texas
Boone, Maxim	Austin, Texas	Raftery, Jp	Greenwich, Connecticut
Brunner, Eric	San Antonio, Texas	Rakoczy, Jermaine	Austin, Texas
Buck, Parker	New Braunfels, Texas	Ray, Joshua	Colleyville, Texas
Cavanaugh, Sean	Los Angeles, California	Rios, Chase	New Braunfels, Texas
Cotton, Austin	Austin, Texas	Rodriguez, Clayton	San Antonio, Texas
Depasquale, Dan	Austin, Texas	Roeningk, Marshall	New Braunfels, Texas
Dick, Jeff	Austin, Texas	Rome, Michael	Austin, Texas
Dicosimo, Patrick	San Antonio, Texas	Salinas, Ricardo	San Antonio, Texas
Dinkel, Grant	Austin, Texas	Sandoval, Jason	San Antonio, Texas
Durst, Joseph	Dallas, Texas	Scheu, Alexander	Dallas, Texas
Edgar, Joe	Conroe, Texas	Shell, Jeff	Austin, Texas
Everett, Dylan	Austin, Texas	Simmerman, Danny	San Antonio, Texas
Ferris, Sean	San Antonio, Texas	Smith, Trevor	Austin, Texas
Forrest, Craig	Scotland	Solis, Cole	San Antonio, Texas
Foster, Justin	San Antonio, Texas	Stepler, Carson	Austin, Texas
Goldstein, Joshua	Austin, Texas	Thompson, Simon	San Antonio, Texas
Goodman, Jake	San Antonio, Texas	Van Delden, Peter	San Antonio, Texas
Grant, James	San Antonio, Texas	Vaughan, Mikey	San Antonio, Texas
Griffin, Mitchell	Dripping Springs, Texas	Waters, David	San Antonio, Texas
Hale, John	Boerne, Texas	Weldon, Dustin	San Antonio, Texas
Hamm, Dillon	Austin, Texas	Winter, Ben	Austin, Texas
Harwell, Colby	San Antonio, Texas	Wise, Bryan	Granite Bay, California
Headen, Chris	Fort Worth, Texas	Wright, Jordan	Incline Village, Nevada
Henson, Matthew	Austin, Texas	Wylie, Caden	Boerne, Texas
Holguin, David	New Braunfels, Texas	Yarborough, Dub	San Antonio, Texas
Holm, Justin	Austin, Texas	Zuccaro, Augustine	Austin, Texas
Honeck, Creighton	Bee Cave, Texas	Zucker, Joe	Austin, Texas
Hurtak, Brian	San Antonio, Texas		
Jacobs, Reid	Waco, Texas		
Jaramillo, Jeremy	San Antonio, Texas		
Joseph, Andrew	Australia		
Keator, Mark	Boerne, Texas		
Kmak, Adam	Scottsdale, Arizona		
Kueker, Jeff	San Antonio, Texas		
Lea, Jay	Austin, Texas		
Lefebvre, Ben	Austin, Texas		
Lehmann, Tyler	San Antonio, Texas		
Lowe, Trip	Waco, Texas		
Macdonald, Aonghais	Lago Vista, Texas		
Mcmahan, David	Gastonia, North Carolina		
Melcher, Tripp	San Antonio, Texas		
Monsen, Adam	Austin, Texas		
Nelson, Nash	Fort Worth, Texas		
Norris, Tommy	Austin, Texas		
Nugent, Brandon	Dallas, Texas		



## USGA PACE OF PLAY POLICY

### Summary

When a group is out of position at any check-point the players in the group are subject to penalty under the USGA Pace of Play Policy. Players in a group that has missed one or more check-points will be subject to penalty according to the following schedule of penalties pending final determination of whether a breach or breaches of this policy have occurred:

Check-points will be on completion (flagstick in the hole) of the 9<sup>th</sup> and 18<sup>th</sup> holes.

1<sup>st</sup> missed check-point – subject to one (1) penalty stroke

2<sup>nd</sup> missed check-point – subject to additional two (2) penalty strokes; total of three (3) penalty strokes for the round

### Maximum Allowable Time

Play is in groups of three (3). Each group is allotted 2 hours and 19 minutes to complete holes 1 through 9 and 2 hours and 16 minutes to complete holes 10 through 18, plus turn time (2 minutes for 9 to 10 and 18 to 1) at a pace in accordance with the time chart below. When a group falls behind – regardless of reason – it must regain its position. Time for ball searches, rulings and walking or shuttle time between holes is included in the allotted time.

### Definition of “Out of Position” – Stroke Play

First Group: The first group (off the 1<sup>st</sup> and 10<sup>th</sup> holes) is out of position if they take more than the allotted time to finish a check-point hole; see below check-point time table.

Following Groups: A following group is out of position if they:

- take more than the allotted time to finish a check-point hole; and
- complete play of a check-point hole more than 14 minutes after the preceding group completed play of that hole.

Time charts outlining the time per hole, including the finish times for the check-point holes are below.

Check-points: Play of the hole must be completed in the following amount of time, groups of three (3):

Check-points:	1 <sup>st</sup> / 2 <sup>nd</sup>
Hole 1 Start	2:08 / 4:34 total
Hole 10 Start	2:13 / 4:34 total

### Group Out of Position

When a group is out of position at a check-point, they will be notified by a member of the Rules Committee. When a group has been notified of a missed check-point, that group is expected to regain its position before reaching the next check-point. If that group reaches the next check-point out of position, each player in the group may incur the applicable penalty for a breach of this policy. Any group that is out of position may be monitored by a member of the Rules Committee.

A player concerned about a non-responsive (slow) player in their group, who is delaying play, may request a Rules Committee member to monitor the group in case the group is or becomes liable to penalty under these guidelines.

### Final Determination Regarding Break and Review Process

Before returning their scorecard, a player who is subject to penalty during their round may consult with the Rules Committee to determine if they have incurred a penalty under this policy. The Rules Committee will determine that a player who has been found to be out of position is not in breach of this policy only if:

- the player was delayed by the Rules Committee; or
- the player was delayed by a circumstance beyond the control of the player of their group; or
- the player was delayed by another player in the group.

A player who was out of position during their round and who elects not to consult with the Rules Committee to determine whether they were in breach of this policy is deemed to be in breach of this policy and incurs a penalty or penalties according to the above schedule of penalties. If a player or group incurs a penalty or penalties, they are applied to the check-point hole(s) where the breach occurred.

## SUGGESTIONS TO STAY HYDRATED DURING PLAY

**If there is a medical emergency, please find someone with a radio or call 911.**

### GENERAL PRECAUTIONS

- Players and Spectators should be prepared to protect themselves from the heat. Players and spectators should bring umbrellas, nutritional snacks, sunscreen, light colored clothing, hats, etc.
- If you experience weakness, headache, trouble concentrating, nausea, muscle cramping or other symptoms in the heat, seek medical attention immediately.

### BEFORE THE START OF ACTIVITY

- It's important to make sure you're well hydrated during the few days leading up to your long activity day.
- An hour before you start your activity, try to drink about 16 ounces of water or other non-caffeinated fluid.
- Staying hydrated is critical to your performance and, more importantly, for preventing heat-related illnesses. Dehydration in athletes may lead to fatigue, headaches, decreased coordination, and muscle cramping. Other heat-related illnesses, such as heat exhaustion and heatstroke, have even more serious consequences. Athletes need to pay attention to what and how much you are drinking before, during and after activity.
- Make sure you're hydrated before you start your golf game, you should drink another 4 to 8 ounces' right before you start.

### DURING THE ACTIVITY

- A general rule of thumb for fluid consumption during your golf game: You should take in 4 to 6 ounces of fluid every 20 minutes during your physical activity.
- Some of your fluid intake should include a sports drink to replace lost sodium and other minerals (electrolytes). The carbohydrates and electrolytes in the sports drink also can help you absorb the fluids faster.

**Pre-hydrate yourself before, hydrate during, and after your golf game!**

### WHAT TO EAT BEFORE A ROUND OF GOLF

- Eat lightly in the two hours leading up to tee time. Food in your digestive system diverts blood away from your brain and muscles, affecting concentration and physical performance. A meal approximately 1 ½ to 2 hours prior to play is ideal.
- Eat high quality complex carbohydrates, keep protein and fat intakes moderate since these slow down digestion. Eat slow and chew well.
- Drink pure water to adequately hydrate. Also, fresh fruits are great source of nutrition as well hydration source. However, never drastically alter your normal eating patterns prior to competition.

### WHAT TO EAT DURING A ROUND OF GOLF

- Take a mix of dried fruit and nuts. Eat just small amounts throughout the round to keep energy and concentration levels regulated. Organic nutrition bars are a convenient snack that can help keep blood sugar levels steady. Avoid the high glycemic varieties.
- Sip water regularly, especially on hot days where you sweat more.

### WHAT TO EAT AFTER A ROUND OF GOLF

- Consume a combination of protein and carbohydrate-rich foods and drinks as soon as possible after your round to replenish glycogen stores and replace fluids that have been lost.
- Replace potassium or sodium that has been lost during competition by using foods. Fruits and vegetables are excellent sources of potassium.

## EVACUATION PLAN: STOPPING AND RESUMING PLAY

### Stopping and Resuming Play

An immediate suspension will be signaled by one prolonged airhorn note. All other types of suspension will be signaled by three consecutive airhorn notes. Resumption of play will be signaled by two short airhorn notes.

- **Immediate Suspension (Imminent Danger):** One prolonged airhorn note. All players must stop play at once and must not make another stroke until the Committee Resumes Play. See Rule 5.7b(1).
- **Normal Suspension (Darkness or Unplayable Course Conditions):** Three consecutive airhorn notes. If all players in the group are between two holes, they must stop play and must not make a stroke to begin another hole until the Committee resumes play. If any player in the group has started a hole, the players may choose either stop play or to play out the hole. See Rule 5.7b(2).
- **Resuming Play:** Two short airhorn notes. See Rule 5.7c.

Local Rule as prescribed in Section 8 of the Committee Procedures is in effect. Model Local Rule J-1.

*Penalty for Breach of Rule 5.7b and Rule 5.7c – Disqualification*

### Practice Areas

- **Immediate Suspension (Dangerous Situation):** All practice facilities are closed during an immediate suspension for a dangerous situation until the Committee has declared them open. Players who practice on closed practice areas will be asked to stop practicing; failure to stop practicing may result in disqualification.
- **Normal Suspension:** Players may practice as the Committee provides.

### Evacuation Procedure

- **Immediate Suspension (Dangerous Situation):** Players must immediately evacuate to the listed locations.
- **Normal Suspensions:** Unless otherwise instructed by the Committee, players are to proceed to the listed locations.

### Where to Evacuate and Pick-Up Areas

Hole 1: clubhouse	Hole 10: clubhouse
Hole 2: clubhouse	Hole 11: clubhouse
Hole 3: clubhouse	Hole 12: clubhouse
Hole 4: clubhouse	Hole 13: clubhouse
Hole 5: clubhouse	Hole 14: clubhouse
Hole 6: clubhouse	Hole 15: clubhouse
Hole 7: clubhouse	Hole 16: clubhouse
Hole 8: clubhouse	Hole 17: clubhouse
Hole 9: clubhouse	Hole 18: clubhouse

- **Clubhouse Evacuation Rooms:** Main dining room, pro shop or other areas designated by the Committee

# HEAT-RELATED ILLNESSES

## WHAT TO LOOK FOR

## WHAT TO DO

### HEAT STROKE

- High body temperature (103°F or higher)
  - Hot, red, dry, or damp skin
  - Fast, strong pulse
  - Headache
  - Dizziness
  - Nausea
  - Confusion
  - Losing consciousness (passing out)
- Call 911 right away-heat stroke is a medical emergency
  - Move the person to a cooler place
  - Help lower the person's temperature with cool cloths or a cool bath
  - Do not give the person anything to drink

### HEAT EXHAUSTION

- Heavy sweating
  - Cold, pale, and clammy skin
  - Fast, weak pulse
  - Nausea or vomiting
  - Muscle cramps
  - Tiredness or weakness
  - Dizziness
  - Headache
  - Fainting (passing out)
- Move to a cool place
  - Loosen your clothes
  - Put cool, wet cloths on your body or take a cool bath
  - Sip water
- Get medical help right away if:**
- You are throwing up
  - Your symptoms get worse
  - Your symptoms last longer than 1 hour

### HEAT CRAMPS

- Heavy sweating during intense exercise
  - Muscle pain or spasms
- Stop physical activity and move to a cool place
  - Drink water or a sports drink
  - Wait for cramps to go away before you do any more physical activity
- Get medical help right away if:**
- Cramps last longer than 1 hour
  - You're on a low-sodium diet
  - You have heart problems

### SUNBURN

- Painful, red, and warm skin
  - Blisters on the skin
- Stay out of the sun until your sunburn heals
  - Put cool cloths on sunburned areas or take a cool bath
  - Put moisturizing lotion on sunburned areas
  - Do not break blisters

### HEAT RASH

- Red clusters of small blisters that look like pimples on the skin (usually on the neck, chest, groin, or in elbow creases)
- Stay in a cool, dry place
  - Keep the rash dry
  - Use powder (like baby powder) to soothe the rash





# Local Rules and Terms of the Competition

## FOR 2024 USGA CHAMPIONSHIPS

*The Rules of Golf as approved by the United States Golf Association and R&A Rules Limited govern play. These Local Rules and Terms of the Competition are in effect at all USGA championships and qualifying rounds. See applicable championship or qualifying round notice to players and entry application for modifications or additions to these Local Rules and Terms of the Competition. Complete text of the Rules and Local Rules may be found in the Official Guide to the Rules of Golf, effective January 2023.*

**Unless otherwise noted, the penalty for breach of a Local Rule is the general penalty.**

**Out of Bounds** — Defined by the line between the course-side points of white stakes and fence posts at ground level.

**Penalty Areas** — When a penalty area is defined on only one side, it extends to infinity. When a penalty area is connected to the out-of-bounds edge, the penalty area extends to and coincides with out of bounds.

**Ground Under Repair** — Defined by white lines. French drains are ground under repair. For grass-covered trenching, see Temporary Power Lines and Cables.

Ground under repair may include areas of unusual damage, including areas where spectators or other traffic has combined with wet conditions to affect materially the ground surface, but only when so declared by an authorized member of the Committee. When immediately adjacent to an immovable obstruction, such an area is part of that obstruction.

**Animal Near Ball** — Model Local Rule E-13 as prescribed in Section 8 of the Committee Procedures is in effect.

**Relief from Seams of Cut Turf** — Model Local Rule F-7 as prescribed in Section 8 of the Committee Procedures is in effect.

**Immovable Obstructions** — Include plastic bumpers on roads and paths, and mats secured to the ground with spikes when the bumpers or mats cover cables.

**White-Lined Areas Tying Into Artificially Surfaced Roads and Paths** — White-lined areas of ground under repair and the artificially surfaced roads, paths or other identified obstructions that they are connected to are a single abnormal course condition when taking relief under Rule 16.1.

**Wood Chips and Mulch** — Are loose impediments.

**Integral Objects** — Include objects when closely attached to trees and boundary objects, and artificial walls and pilings when located in penalty areas or in or adjacent to bunkers, and bunker liners.

An exposed bunker liner may be treated as ground under repair, but interference does not exist if the liner interferes only with the player's stance.

**Temporary Power Lines and Cables** — Model Local Rule F-22 as prescribed in Section 8 of the Committee Procedures is in effect.

**Temporary Immovable Obstructions** — Model Local Rule F-23 as prescribed in Section 8 of the Committee Procedures is in effect.

**List of Conforming Driver Heads** — Model Local Rule G-1 as prescribed in Section 8 of the Committee Procedures is in effect.

**Groove and Punch Mark Specifications** — Model Local Rule G-2 as prescribed in Section 8 of the Committee Procedures is in effect, except as modified by the applicable championship entry application.

**List of Conforming Golf Balls** — Model Local Rule G-3 as prescribed in Section 8 of the Committee Procedures is in effect.

**Prohibiting Use of Motorized Transportation** — Model Local Rule G-6 as prescribed in Section 8 of the Committee Procedures is in effect and includes the exception that always authorizes riding when a player is operating under penalty of stroke and distance.

**Missing Player or Marker Certification** — Model Local Rule L-1 as prescribed in Section 8 of the Committee Procedures is in effect.

**Pace of Play** — See separate memorandum to players for pace of play policy, when applicable.

**Stopping and Resuming Play** — Model Local Rule J-1 as prescribed in Section 8 of the Committee Procedures is in effect.

All practice areas are closed during an immediate suspension for a dangerous situation until the Committee has declared them open. Players who practice on closed practice areas will be asked to stop practicing; failure to stop practicing might result in disqualification.

An immediate suspension will be signaled by one prolonged airhorn note. All other types of suspension will be signaled by three consecutive airhorn notes. Resumption of play will be signaled by two short airhorn notes.

**Practice** — Prior to and after a round in stroke play, a player may practice on the designated practice areas. Rule 5.2b covering practice in stroke play is modified in this way: A player may not practice on the competition course before or between rounds. Penalty for breach of Local Rule, see Rule 5.2.

**When Competition Is Final** — The competition is final when the trophy has been presented to the winner or, in the absence of a prize ceremony, when all scores have been approved by the Committee.