U.S. Open Final Qualifying Bent Tree Country Club | Dallas, TX

May 19, 2025





QUALIFYING INFORMATION FOR PLAYERS

HOST CLUB

Bent Tree Country Club 5201 Westgrove Drive, Dallas, TX 75248 (972) 931-7326

FORMAT/QUALIFYING PLACES: 36 holes of individual stroke play qualifying. The field will compete for TBD qualifying places and two (2) alternate positions. Successful qualifiers will advance to the 125th U.S. Open Championship to be played June 12-15, 2025 at Oakmont Country Club in Oakmont, Pa.

Note: The number of qualifying places will not be determined until after the PGA Championship has concluded.

TOURNAMENT YARDAGE BOOK: The Texas Golf Association is 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: Upon arrival, please proceed to the check-in tent to receive any pertinent information.

ALTERNATES: All alternates, if any, MUST check in with the USGA official at the check-in tent.

STARTING TIMES: Pairings and starting times are available by visiting the USGA Texas Qualifying Calendar.

PRACTICE RANGE: Opens at 6:15 am.

CADDIES: Caddies are permitted but must be provided by the player. Caddie bibs will be available on the starting tee.

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

SPECTATOR CARTS: Spectator carts are not permitted.

PRACTICE ROUND AVAILABILITY: Please contact the Bent Tree CC pro shop to schedule tee times. Players must identify themselves at U.S. Open Final Stage Qualifying participants.

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 1st and 2nd alternate if necessary. All announcements regarding the play-off will be made at the public scoreboard outside the golf shop upon completion of the qualifying round.

GROOVES & PUNCH MARK SPECIFICATIONS: The Local Rule as prescribed in Section 8 of the Committee Procedures is in effect, except as modified by the Championship Entry Application. Model Local Rule G2.

DISTANCE MEASURING DEVICES: Allowed at USGA Open Qualifiers pursuant to Rule 4.3.

ONE BALL RULE: Not in effect at USGA qualifiers.

EVACUATION PLAN: In the event of a discontinuance of play during the qualifier, players must adhere to the evacuation plan distributed by the Committee at their appropriate starting tee and/or player check-in.

QUALIFYING ROUND FEES: Fees are included in the USGA championship entry fee.

GOLF SHOP/LOCKER ROOM/PRACTICE AREAS: Players will have access to the Clubhouse/locker room and Practice Areas.

PERSONAL APPEARANCE: In Final Stage Qualifier, players must be neat in appearance with respect to clothing and personal grooming. The Committee in charge decides whether this requirement has been met, and has the authority to withdraw the entry of a player who does not comply. The wearing of short pants is permitted in this Qualifier.

FOOD SERVICE: Food and Beverage will be available at Bent Tree Country Club, cash only. Breakfast: \$15; Lunch: \$20.



Field List

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Name

Ancer, Abraham Andersen, Mason Baddeley, Aaron

Bingaman, Brandon (a) Broin, Gunnar (a) Champ, Cameron Chappell, Kevin Coody, Pierceson

Creighton, Myles Dahmen, Joel Del Solar, Cristobal

Eckroat, Austin Fang, Ethan (a)

Franken, Stephen Garcia, Sergio Gee, Devin

Getz, Chip (a) Ghim, Doug

Gomez, Gerardo (a)

Gooch, Talor Grace, Branden Graham, Connor (a)

Hahn, James Haley, Paul

Haley, Paul Harrington, Scott Hemauer, William (a) Hoffman, Charley Hughes, Mackenzie Jelley, Brendon

Jones, Zac (a)
Keefer, Johnny
Kim, Tom
Kleen, Algot (a)
Koch, Greg
Kuest, Peter

Lague, Shea (a) Lloyd, Joseph (a) Lopez Chacarra, Eugenio

Maas, Christiaan (a) MacDonald, Stuart Maichon, Phichaksn (a)

Malnati, Peter Massa, Cody (a) McAllister, Logan Meissner, McClure Meissner, Mitchell Mittag, Coltrane (a) Moore, Ryan

Moore, Ryan Moore, Taylor

Morrison, Tommy (a) Mullinax, Trey

City, State or Country

Mexico

Queen Creek, Ariz.

Australia
Plano, Texas
Shorewood, Minn.
Sacramento, Calif.
Fresno, Calif.
Plano, Texas
Canada

Clarkston, Wash.

Chile

Edmond, Okla. Plano, Texas Raleigh, N.C. Spain Oakmont, Pa.

Paradise Vley, Ariz. Arlington Heights, Ill.

Mexico

Oklahoma City, Okla.

South Africa Scotland Alameda, Calif. Dallas, Texas Scottsdale, Ariz. Wauwatosa, Wis. Rancho Santa Fe, Calif.

Canada
Tulsa, Okla.
Highland, Utah
San Antonio, Texas
Republic of Korea

Sweden Orlando, Fla. Fresno, Calif. Jamul, Calif. Scottsdale, Ariz.

Spain
South Africa
Canada
Thailand
Knoxville, Tenn.
Cave Creek, Ariz.
Oklahoma City, Okla.
Dallas, Texas
San Antonio, Texas
Ashland, Neb.
Las Vegas, Nev.

Edmond, Okla.

Birmingham, Ala.

Dallas. Texas

Name

Na, Kevin

Neergaard Petersen, Rasmus

Ortiz, Carlos
Pavletich, Maverick
Phillips, Chandler
Piercy, Scott
Potter, Luke (a)
Rebell, Raymond (a)
Rosenmüller, Thomas

Rottluff, Max
Schenk, Adam
Schmid, Matthias
Scott, Calum (a)
Silverman, Ben
Simpson, Lance (a)
Sloan, Roger
Somers, John
Stout, Preston (a)
Summy, Jase (a)

Sveinsson, Gunnlaugur Arni (a) Tankersley, Cameron (a)

Surratt, Caleb

Todd, Brendon
Tosti, Alejandro
Tringale, Cameron
Turner, Jack (a)
Valimaki, Sami
Ventura, Kris
Vontz, Nate
Walsh, Sean
Wylie, Charlie (a)
Yellamaraju, Sudarshan

Young, Carson Yu, Kevin

Zhang, Boyi (Barry) (a)

City, State or Country

Las Vegas, Nev. Denmark Mexico

Bakersfield, Calif.
Byran, Texas
Las Vegas, Nev.
Encinitas, Calif.
Maryville, Tenn.
Germany
Germany
Vincennes, Ind.
Germany
Scotland
Canada
Knoxville, Tenn.

Canada

New Port Richey, Fla.

Dallas, Texas Keller, Texas Charlotte, N.C. Iceland Dickson, Tenn.

Dickson, Ten Athens, Ga. Argentina

Laguna Niguel, Calif.

Orlando, Fla.
Finland
Norway
Lincoln, Neb.
Keller, Texas
Houston, Texas
Canada

Anderson, S.C. Chinese Taipei Winter Garden, Fla.



U.S. Open Final | Bent Tree CC

Course Listing: Hole by Hole



U.S. Open Final Stage

Slope / Rating: 75.1 / 142

Hole	1	2	3	4	5	6	7	8	9	Out
Par	4	4	5	4	3	4	4	3	4	35
Yardage	409	435	580	463	210	480	440	235	390	3642
Pace of Play	15	16	18	15	15	16	16	14	16	02:21
Hole	10	11	12	13	14	15	16	17	18	In
Hole Par	10 4	11 4	12 4	13 5	14 3	15	16 5	17 3	18 4	In 36
Par	4	4	4	5	3	4	5	3	4	36

Total

71

7059

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USGA PACE OF PLAY POLICY

Maximum Allowable Time

Maximum allowable time is the maximum time that the Committee considers necessary for a group to complete its round. This is expressed in a perhole and aggregate time format on the player scorecard in stroke play and by asking a referee in match play. The hole is completed when the last player in the group removes their ball from the hole.

• Players should play at a prompt pace throughout the round and are <u>encouraged to play "ready golf"</u> in a safe and responsible way (Rule 6.4b).

"Out of Position"

A group is out of position when it exceeds the maximum allowable time and:

- a) Arrives at a par-3 after <u>all</u> players in the group ahead have played from the teeing area of the next hole.
- b) Arrives at a par-4 that becomes clear of play before any player plays a stroke from the teeing area.
- c) Arrives at a par-5 after any player in the group ahead has made a stroke on the putting green.

Group Out of Position – Warning/"On the Clock"

When the Committee determines that a group is out of position, the group may either receive a warning or be put immediately "on the clock" (that is, to be timed) and the players will be notified by a referee.

- When warned, the group is expected to regain position with the group ahead as soon as possible. If the group does not make up time or regain position, the group will be put "on the clock" and informed by a referee.
- While "on the clock," any player in a group who incurs a bad time will be informed as soon as possible.
- While "on the clock," the Committee may assess a bad time to a player who delays play between shots or holes.
- A referee will not inform a group when it has regained its position and is no longer "on the clock." A player may inquire as to the status of the group at any time.
- If the group in question regains its proper position, any previous bad times will be carried forward for the remainder of that round.
- Regardless of position, if the Committee determines that a player(s) in the group is delaying play of their own or any subsequent group, or the competition in general:
 - The player(s) may be warned and/or placed "on the clock" by a referee.
 - o The penalty for breach of Rule 5.6a (Unreasonable Delay of Play) may be applied.
 - The Committee reserves the right to warn or put a group or individual "on the clock" at anytime.

Time Permitted to Play a Stroke

When the Committee determines that a group is out of position, the group may either receive a warning or be put immediately "on the clock" (that is, to be timed) and the players will be notified by a referee.

- An extra 10 seconds (or a total of 50 seconds) will be permitted for the first player to play:
 - A stroke on a par-3
 - o A second stroke on a par-4 or par-5
 - o A third stroke on a par-5
 - A stroke around the putting green
 - A stroke on the putting green
- The timing of a player's stroke begins when it is the player's turn to play without interference or distraction. Time spent determining yardage and other conditions, such as wind, will count as time taken for the stroke.
 - On the putting green, the actions allowed under Rule 13.1 are not included in the timing of a player's stroke, provided the player is not unreasonably delaying play. However, time spent surveying the line of play from any angle will count as time taken for the stroke.

Penalties

<u>renaties</u>					
BAD TIMES	RESULT				
1 st bad time	No penalty				
2 nd bad time	1 stroke penalty				
3 rd bad time	Additional 2 stroke penalty				
4 th bad time	Disqualification				

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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 <u>must</u> 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: Tee: Stationed Cart / Green: at #3	Hole 11: Tee: Clubhouse / Green: Stationed Cart on #11
Hole 3: Tee: Stationed Cart / Green: Stationed Cart	Hole 12: Tee: Stationed Cart on #11 / Green: Clubhouse
Hole 4: Tee: Cart at #3 / Green: Cart at Comfort Station	Hole 13: Tee: Clubhouse / Green: Stationed Cart on #14
Hole 5: Cart at Comfort Station	Hole 14: Tee: Stationed Cart / Green: Stationed Cart of #15
Hole 6: Tee: Cart at Comfort Station / Green: Cart at #2 Tee	Hole 15: Tee: Stationed Cart / Green: Stationed Cart on $\#16$
Hole 7: Clubhouse	Hole 16: Tee: Stationed Cart / Green: Stationed Cart on $\#17$
Hole 8: Clubhouse	Hole 17: Tee: Stationed Cart / Green: Clubhouse
Hole 9: Clubhouse	Hole 18: Clubhouse

- Other on Course Shelters and Restrooms: #6 green/#12 tee
- Clubhouse Evacuation Rooms: Main dining room, pro shop or other areas designated by the Committee

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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 heatrelated 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 be- fore 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.



Local Rules and Terms of the Competition

FOR 2025 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.