

U.S. Mid-Amateur Qualifying

Escondido GLC | Horseshoe Bay, TX
August 18, 2025



in association with
USGA®

QUALIFYING INFORMATION FOR PLAYERS

HOST CLUB

Escondido Golf & Lake Club
9090 FM 2147
Horseshoe Bay, TX 78657
[Website](#)

FORMAT/QUALIFYING PLACES: 18-holes of individual Stroke Play. The field of 84 players will compete for **3 qualifying spots** and **2 alternate positions** into the 44th U.S. Mid-Amateur Championship September 13-18 at Troon CC in Scottsdale, Arizona.

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 table. Notice, hole locations, and scorecards will be distributed on the player's respective starting tee.

STARTING TIMES: Pairings and Starting times will be released on Thursday, August 14th. Starting times, pairings and complete results can be found by visiting the Texas Golf Association website at www.TXGA.org.

PRACTICE RANGE: Practice facilities will open at 7:00 AM.

Please be advised that the driving range is currently undergoing renovations. As a result, there are only 16 spots available, all of which are on astroturf.

We ask that you be mindful of the limited spaces and considerate of other players when warming up prior to your tee time. Please plan your arrival accordingly and keep your warm-up concise to ensure fair access for all competitors.

Thank you for your understanding and cooperation.

CADDIES: Caddies are permitted but must be provided by the player. **Caddies may use a golf cart**, see transportation details below.

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. Carts will be available for rent for **caddie use only**. Carts may be rented from the golf shop. There is a two cart per group policy, carts will be limited to two carts per group/pairing. Caddies wishing to rent carts must abide by all Host Club Policies when renting carts. Spectators are also required to walk at all times.

SPECTATOR CARTS: Spectator carts are not permitted.

PRACTICE ROUND AVAILABILITY: Please contact Escondido G&LC pro shop (830-598-5301) directly to schedule tee times. Practice rounds are available at 1:30 or later, Tuesday-Thursday only. Practice rounds are \$50.00 plus tax not including a cart. Additional fee to rent a golf cart.

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 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.

U.S. Mid-Amateur Qualifying

Escondido GLC | Horseshoe Bay, TX
August 18, 2025



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 suspension of play during the qualifier, players must adhere to the evacuation plan provided in this player packet.

FOOD SERVICE: Food and Beverage will be limited at Escondido Golf and Lake Club



Field List

U.S. Mid-Amateur | Escondido GC | | Mon, August 18, 2025

<u>Name</u>	<u>City, State or Country</u>	<u>Name</u>	<u>City, State or Country</u>
Adams, Peter	Dallas, Texas	Kirchhofer, Drew	Austin, Texas
Alden, Jonathan	Austin, Texas	Lea, Jay	Austin, Texas
Aonuma, Shun	Dallas, Texas	Lehmann, Tyler	San Antonio, Texas
Avants, Lance	Waco, Texas	Martinez, Daniel	Austin, Texas
Badgett, Trevor	Midland, Texas	Mccarthy, Brian	Lutz, Florida
Battson, Brent	Houston, Texas	Mcdonald, Andrew	Austin, Texas
Beaudoin, Mark	Austin, Texas	McKay, Justin	Dayton, Texas
Bell, Brady	Argyle, Texas	Miller, Hunter	Fort Worth, Texas
Black, Jj	Dallas, Texas	Miller, Kade	Waco, Texas
Boatner, Logan	Humble, Texas	Mitchell, Bryan	Katy, Texas
Boone, Maxim	Austin, Texas	Netherton, Chase	Austin, Texas
Brunner, Eric	San Antonio, Texas	O'Rear, Ryan	Georgetown, Texas
Cardinal, John	Lubbock, Texas	Ormand, Robby	Driftwood, Texas
Childers, Garrett	Houston, Texas	Pagnam, James	Dallas, Texas
Cotton, Austin	Austin, Texas	Paschal, Tyler	San Antonio, Texas
Craig, Austin	Center, Texas	Pate, Carson	Fort Worth, Texas
Davis, Dylan	Austin, Texas	Rerich, Ryan	Austin, Texas
Donahoe, Curtis	Austin, Texas	Rhymes, Jesse	Salado, Texas
Doskocil, Kevin	Fort Worth, Texas	Robbins, Kyle	Keller, Texas
Downing, Sean	Rollingwood, Texas	Rowan, Rylan	Austin, Texas
Dunn, Andrew	Austin, Texas	Salyer, Jake	Lubbock, Texas
Elliott, Randy	Austin, Texas	Sandoval, Jason	San Antonio, Texas
Fisher, Matthew	Austin, Texas	Scheu, Alexander	Hurst, Texas
Fortunato, Joseph	Henderson, Nevada	Shaw, Wes	Dallas, Texas
Francis, Jordan	Orange, California	Shell, Jeff	Austin, Texas
Garza, Lucas	Georgetown, Texas	Simmerman, Danny	San Antonio, Texas
Gibbs, Richard	Tomball, Texas	Stark, Scott	San Antonio, Texas
Goodman, Jake	San Antonio, Texas	Steppler, Carson	Austin, Texas
Goodman, Michael	Houston, Texas	Sturdivant, Tyler	Dallas, Texas
Govender, Cade	Heath, Texas	Summers, Stephen	Dallas, Texas
Griffin, Will	San Antonio, Texas	Swanson, Josh	Austin, Texas
Hamm, Dillon	Austin, Texas	Thomason, Logan	Houston, Texas
Hartenstein, Chris	Austin, Texas	Turnquist, Colton	Austin, Texas
Hatch, Harry	Fort Worth, Texas	Valenzuela, Eric	San Antonio, Texas
Hatchett, Franklin	Austin, Texas	Walgama, Jonathan	Longview, Texas
Jacobs, Reid	Waco, Texas	Wilkerson, William	Lubbock, Texas
Jaramillo, Jeremy	San Antonio, Texas	Winter, Ben	Austin, Texas
Jones, Marcus	Argyle, Texas	Woolf, Travis	Fort Worth, Texas
Joseph, Andrew	Australia	Wright, Jordan	Incline Vllage, Nevada
Kaplan, Justin	Houston, Texas	Wylie, Caden	Boerne, Texas
Keane, Jonathan	Austin, Texas	Yarborough, Dub	San Antonio, Texas
King, Kody	Austin, Texas	Zuccaro, Augustine	Austin, Texas

U.S. Mid-Am Qualifying

Escondido Golf & Lake Club | Horseshoe Bay, TX
August 18, 2025



in association with
USGA®

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 per-hole 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 encouraged to play "ready golf" 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 **all** 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.
 - 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
 - A second stroke on a par-4 or par-5
 - 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

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

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.

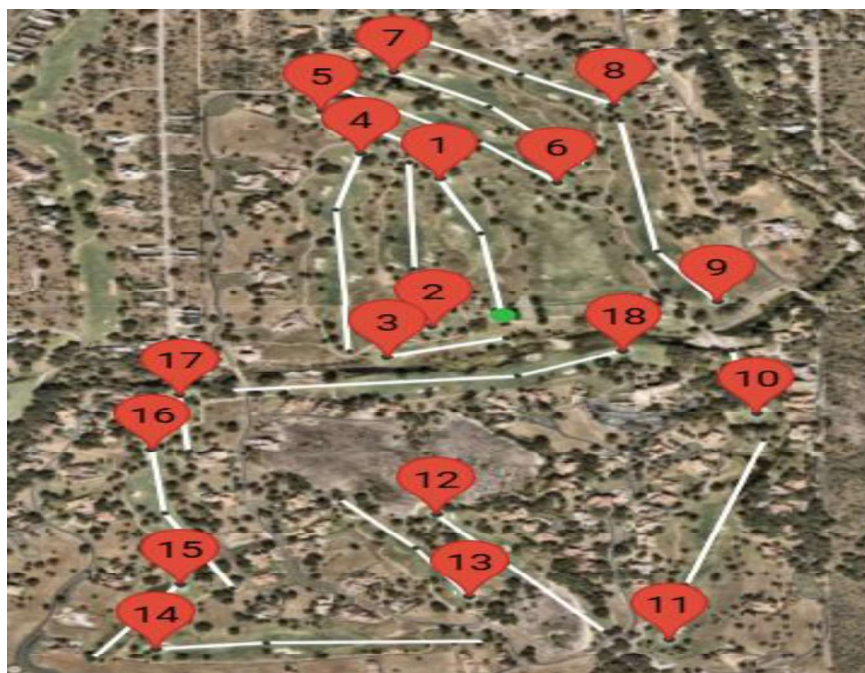
Evacuation Procedure

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

Where to Evacuate and Pick-Up Areas

Players are to evacuate to the clubhouse unless otherwise instructed by the Committee. Players may ride in a caddie cart during an evacuation of the golf course.

- **Clubhouse Evacuation Rooms:** Main dining room, pro shop or other areas designated by the Committee. **Marked with Green Dot on Map.**



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.



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.