

U.S. Adaptive Open Qualifying

Oakmont Country Club | Corinth, TX | Tuesday, May 26, 2026

QUALIFYING INFORMATION:

HOST CLUB: [Oakmont Country Club](#) | 1901 Oakmont Drive, Corinth, Texas 76210

SCHEDULE A PRACTICE ROUND: Please contact Oakmont Country Club pro shop directly at 940-321-5599 to schedule tee times. Practice rounds will be available May 19-25 after 2 PM. Practice rounds are \$40.00 plus tax including a cart and range balls.

COURSE YARDAGES: Course Yardages will be available once the Texas Golf Association has received assigned tees from the USGA for qualifying. Yardages will be available at the latest May 18th by 5:00pm.

FORMAT/QUALIFYING PLACES: 18-holes of Individual Stroke Play. The field of 20 players will compete for **TBD qualifying spot(s) for both Men & Women** into the 5th U.S. Adaptive Open on July 6-8, 2026, at Woodmont Country Club (South Course) in Rockville, Maryland. Additional qualifying allocation numbers per impairment category will be shared by the USGA following the completion of all U.S. Adaptive Open Qualifying.

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.

HOST CLUB FACILITIES: Practice facilities and locker room will open at 6:30 AM.

CADDIES: Caddies are permitted but must be provided by the player. **Caddies may ride in cart with their player during the qualifying round**, see transportation details below.

TRANSPORTATION: Players are allowed a cart during their qualifying round. **Caddie may ride the cart with their player.** Players that will have a caddie as well as an aide please email Tournament Manager, Preston Vinzant at pvinzant@txga.org and a second cart will be provided for the player. Carts fees are included for qualifying round.

PLAYOFF: In the event of a tie for the men or women qualifying places, there will be a hole-by-hole playoff to determine the qualifier. All announcements regarding the play-off will be made at the scoring area 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 suspension of play during the qualifier, players must adhere to the evacuation plan provided in this player packet.

FOOD & WATER SERVICE: Food and Beverage will be limited at Oakmont Country Club. Water will be provided on-course throughout the qualifier.

DRESS CODE: Contestants and caddies must be neat in appearance adhering to the Oakmont Country Club dress code.

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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 per-hole and aggregate time format on the player scorecard. 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 fails to play a stroke:**

- On a par-3 before all the players in the group ahead have played from the teeing area of the next hole.
- On a par-4 before all players in the group ahead have holed out.
- On a par-5 before 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,” the Committee may assess a bad time to a player who delays play between shots or holes. Any player in a group who incurs a bad time will be informed as soon as possible.
- 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.

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 from the teeing area when starting any hole
 - 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, and they can proceed without interference or distraction. Time spent determining yardage, determining line of play, club selection and discussions with their caddie 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.
- Another bad time will not be recognized by the Committee unless the player has been informed of the previous bad time.

Bad Time Occurrences

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.

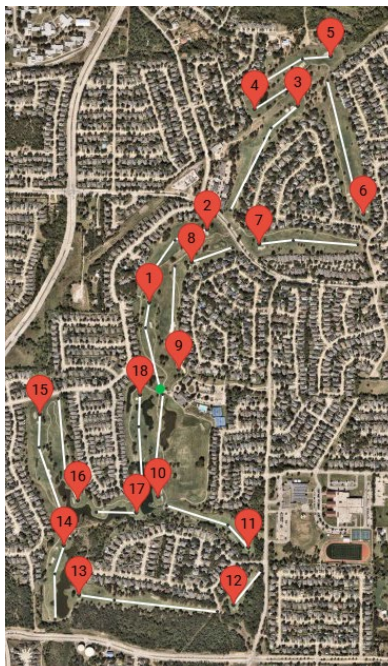
Evacuation Procedure

- **Immediate Suspension (Dangerous Situation):** Players 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.



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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 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.

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.

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



Local Rules and Terms of the Competition

FOR 2026 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 is in effect.

Relief from Seams of Cut Turf — Model Local Rule F-7 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 is in effect. Cables located within grass-covered trenches are movable obstructions.

Temporary Immovable Obstructions — Model Local Rule F-23 is in effect.

List of Conforming Driver Heads — Model Local Rule G-1 is in effect.

Groove and Punch Mark Specifications — Model Local Rule G-2 is in effect, except as modified by the applicable championship entry application.

List of Conforming Golf Balls — Model Local Rule G-3 is in effect.

Prohibiting Use of Motorized Transportation — Model Local Rule G-6 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 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 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.



2026 U.S. Adaptive Open Championship
 -- Qualifying Tee Assignments --

(as of April 2, subject to amendment)

Impairment Category Abbreviations:

CI	Coordination Impairment	SP	Seated Players
II	Intellectual Impairment	SS	Short Stature
LL	Lower Limb Impairment	UL	Upper Limb Impairment
MLA	Multiple Limb Amputee	VI	Vision Impairment

Tee	Target	CI	II	LL	MLA	SS	UL	VI	SP
Men									
A	6,300-6,500	CI 1	II 1	All	MLA 1	SS 1	UL 1		
B	5,800-6,000	CI 2	II 2		MLA 2	SS 2	UL 2	All	
C	4,700-4,900	CI 3							SP 1
D	4,300-4,500								SP 2
Women									
C	4,700-4,900	CI 1	II 1	All	MLA 1		UL 1		
D	4,300-4,500	CI 2	II 2				UL 2	All	
E	3,500-3,700								SP 1

<u>Key</u>	
CI 1	Remaining players
CI 2	Players who swing predominantly with one arm, and/or players with a similar level of impairment
CI 3	Players who make full swings from a seated position
II 1	Remaining players
II 2	Players with Down Syndrome
MLA 1	Players who swing predominantly with both arms (includes players with a prosthesis or attachment to the club)
MLA 2	Remaining players
SS 1	Remaining players
SS 2	Players with Dwarfism, Achondroplasia
UL 1	Players who swing predominantly with both arms (includes players with a prosthesis or attachment to the club); players with spine impairment
UL 2	Remaining players
SP 1	Players who swing predominantly with both arms (includes players with an attachment to the club or a prosthesis)
SP 2	Remaining players