

Practice Areas

The practice range at the championship is a vital component to a successful championship. The following components should assist with the planning of this function.

Practice Range

The Host Club and the USGA will mutually review and determine the area that will be utilized as the practice range. In most cases, the Host Club's existing facility will be sufficient but the length and width of the facility will be determining factors.

The length of the facility should be such that all practice golf shots are contained, including practice tee shots with drivers. Please note that some players in the field will be able to hit tee shots in excess of 325 yards. If the length of the facility will not contain those practice tee shots, some alterations may be needed including possible netting and/or fencing.

A Host Club should be prepared, in advance, to save a portion of their practice range to provide a pristine area for players. The average minimum space needed for the practice range is a 300'x50' area. This 300' width would provide 30 hitting stations, each placed three to four yards apart. If there is no Co-Host, extra hitting stations would be utilized.

The total hitting area should be 50' in depth. The first day the practice range opens to players (Wednesday), the players should begin practicing at the rear end of the total length and then move forward by two yards each day. As the championship continues into the later stages of match play, moving forward may or may not be necessary. If needed, a single rope can be placed to determine the front line for the day, thus players would stay behind the rope while practicing.

The Host Club and the USGA will also review the target areas on the practice range itself. Targets should be placed to give a wide range of distances. Targets should resemble course conditions as much as possible. As such, we recommend using the same color flags and flagsticks, which the USGA will provide.

Practice Short Game Area

The Host Club and the USGA will mutually review and determine an area that can be used to practice short game shots such as chipping, pitching and bunker shots. The short game practice area should resemble course conditions as much as possible. As such, the green(s) should be a championship speed and firmness and we recommend using the same color flag(s) and flagstick(s), which the USGA will provide.

Practice Putting Green

The Host Club and the USGA will mutually review and determine a practice putting green. The practice putting green should resemble course conditions as much as possible. As such, the green should be a championship speed and firmness and we recommend painting the holes (if time permits). While several holes should be cut into the practice putting green, we do not want to use any flag sticks or any mini variation of the kind. A few holes cut close to the edge will allow player who plan to stand in one location for a while, a place to putt.

Practice Range Tent

The USGA suggests that a 10'x10' tent be erected at the practice range. This tent should serve as the entrance to the range and the place where practice golf balls are distributed. Within this tent, the Host Club should also have supplies such as tees, sunscreen, etc. Water Coolers stocked with bottled water should be placed and replenished as necessary.

Access to Practice facilities

All practice facilities will be roped off by the USGA and the Host Club. Each area should have distinct entrances. Access to the practice facilities should be limited to the following:

Practice Range – Players and Caddies

Short Game Area(s) – Players and Caddies

Putting Green – Players Only (if space permits, caddies may retrieve balls for players)

Hours of Operation

All practice areas should be available to players beginning on Wednesday, the first day of Player Registration. The practice areas should remain available each day throughout the championship. Typical hours of operation are:

Day	Time
Wed (Player Registration)	12:00 noon – 7:00p.m.
Thurs (1 st Practice Round) <i>*Note: Practice areas to close early</i>	6:00 a.m. – 5:00 p.m. <i>due to Players' Reception.</i>
Fri (2 nd Practice Round)	6:00 a.m. – 7:00 p.m.
Sat - Sun (Stroke Play)	6:00 a.m. – 7:00 p.m.
Mon - Finals (Match Play)	6:00 a.m.. – One hour after final match is complete.

Practice Area Golf Balls

By Championship Host Club Agreement, the Host Club is responsible for acquiring practice area golf balls for the championship. Realizing this is a big undertaking and can be expensive, the USGA has tried to assist Host Clubs. For the last several years, the USGA has developed a relationship with Titleist. This relationship is a year-to-year arrangement in which Titleist will provide practice golf balls for all USGA championships.

The USGA will renew the relationship as soon as possible in each calendar year and inform the Host Clubs as to the result. Assuming the relationship is continued, the Host Club should solely utilize the Titleist golf balls. For the championship, Titleist will provide 1,000 dozen practice golf balls. The USGA will facilitate the shipping of the golf balls to the Host Club. If the Co-Host is separate from the Host Club, the golf balls should be split 60% to the Host Club and 40% to the Co-Host.

Practice golf balls should be provided at all practice areas, at no cost to the player. At the actual practice range, the USGA recommends using 40 count baskets to distribute golf balls. Bags may be used in lieu of baskets. Pyramids should not be used as keeping them filled depletes the inventory in an inefficient way. Golf balls should be constantly picked from the range area (while players are practicing) to keep the inventory moving. They should be washed and ready for re-distribution as needed throughout the day. Titleist will be sending a mix of Pro-V1 and Pro-V1x, which will need to be separated for distribution to give the players a choice in their practice golf balls.

Practice golf balls should be available at practice short game areas as well. They should be distributed in the same fashion as the range. Practice range staff and/or volunteers should be on hand to help clear the short game areas.

Once stoke play is complete, a portion of the balls may be boxed and saved. As each round of match play is completed, fewer practice golf balls will be needed. At the conclusion of the championship, all practice golf balls should be boxed as the USGA will utilize them in some capacity (used at a future championship, donated to junior golf, etc.).

In return for providing the practice golf balls, the USGA asks the Host Club to reserve one complimentary full page advertisement in the championship magazine. The USGA will facilitate this process with Titleist.

Name Placards

Practice range “A” frames and name placards will be provided by the USGA. Two or three (four or five during peak hours) additional volunteers will be necessary to place the player’s name placard in the slot and place the A frame behind the player on the practice range. Typically this will be done in the same tent, or area, where the range balls are distributed. The USGA strives to utilize these during all match play rounds.

Key points:

- The USGA will send five additional blank name placards on which the club may need to have a local vendor place stickers for any last-minute additions to the field. However, the USGA will make every effort to provide a sufficient number of alternate’s name placards in anticipation of withdrawals and late additions. The size is 24 inches by 4 inches.
- The Range Committee should ensure the frames and placards are clean and presentable prior to placing them on the range.
- Each championship will be sent with 50 signs and 60 USGA logoed headers.
- Frames should be stored indoors each night.
- When there are players with the same last name, the first initial of their last name will be on the sign (as pictured).
- Players should not be asked to place their name sign in the name slot themselves.



Once the championship reaches the match play round of 32 or 16, it is possible to “pre-set” the range for the players. It is not recommended to pre-set the range for stroke play.