



**BMW**  
CHARITY PRO-AM  
presented by TD SYNEX

# **Practice Area Notice**

## **Thornblade Club**

The **designated practice areas** are as follows:

- The practice range.
- Short-game facility and practice putting green next to practice range.
- The practice putting green adjacent to #1 and #10 tees.

## **The Carolina Country Club**

- The practice range.
- Short-game facility and putting green player right of #18.
- Putting green adjacent to #10 tee.

## **Tournament Schedule**

### **PRIOR TO Monday, June 2**

- No practice round availability. Players may walk both Thornblade Club and The Carolina Country Club after 12:00 p.m. (No Clubs).

### **Monday, June 2**

- \*Practice Facilities at Thornblade Club are open from 7:00 a.m. – 11:00 a.m. and 12:00 p.m. – 8:00 p.m.
- Practice Facilities at Carolina Country Club are open from 7:00 a.m. – 8:00 p.m.
- Practice Rounds at Thornblade Club available starting at 7:00 a.m. and MUST be completed by 11:45 a.m.
- Practice Rounds at Carolina Country Club available starting at 7:00 a.m. from #1 and #10 tees.
- Pro-Trans Pro-Am starting at 12:00 p.m. (shotgun) at Thornblade Club. Practice Rounds must be completed by 11:45a.m.

### **Tuesday, June 3**

- Practice Facilities at Thornblade Club are open from 6:00 a.m. – 8:00 p.m.
- \*Practice Facilities at Carolina Country Club will be open to President's Pro-Am presented by MAU participants **ONLY** beginning at 6:00 a.m.
- President's Pro-Am presented by MAU starting at 8:00 a.m. and 1:30 p.m. (double shotgun) at Carolina Country Club.
- Practice Rounds at Thornblade Club are available starting at 6:00 a.m. from #1 and #10 tees.
- There will be no practice round availability at Carolina Country Club for professionals not participating in The President's Pro-Am presented by MAU.

### **Wednesday, June 4**

- Practice Facilities at both courses will be open from 5:30 a.m. – 8:00 p.m.
- Practice rounds at both courses will be available starting at 6:00 a.m. from #1 and #10 tees.

**Practice Rounds beginning on hole #10 must yield in all instances to players making the turn and must not delay practice rounds at any time.**