



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 1st and 10th 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 3

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

Monday, June 3

- *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 4

- 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 7:00 a.m. Practice facilities will be open to all players at 10:00 a.m. and will close at 8:00 p.m.
- President's Pro-Am presented by MAU starting at 10:00 a.m. (shotgun) at Carolina Country Club.
- Practice Rounds at Thornblade Club are available starting at 6:00 a.m. from #1 and #10 tees.
- Practice Rounds at Carolina Country Club will be available starting at approximately 3:00 p.m. at the conclusion of the President's Pro-Am presented by MAU.

Wednesday, June 5

- 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.