

GROOVE AND PUNCH MARK SPECIFICATIONS

In Qualifying as well as in the Championship proper, the player's clubs must conform to the groove and punch mark specifications in the Equipment Rules effective from 1 January 2010. *Note: Ping EYE2 clubs manufactured prior to 31 March 1990 may not be used during Qualifying as well as the Championship proper.* The Local Rule is available for review on the entry application and applies to all fairway woods, hybrids, irons and wedges.

The USGA and The R&A have created a reference resource called the Informational Club Database to assist golfers in determining whether their irons, wedges, hybrids and fairway woods comply with the Equipment Rules effective from 1 January 2010 and are permissible for play under the groove and punch mark Local Rule, which is in effect for all USGA Open Championships.

For information about and to access the database, please use the following link: http://www.usga.org/InfoClubsDB/intro.html

Additionally, for other information regarding the groove Local Rule, please use the following link: http://www.usga.org/grooves/

Finally, for information regarding the conformance status of clubs not listed or for any other questions regarding the Local Rule, please contact the USGA Equipment Standards at (908) 234-2300.

Player Club Testing is available for the U.S. Open, U.S. Women's Open, U.S. Senior Open, and U.S. Senior Women's Open Championships. Please use the following link: http://www.usga.org/grooves/ for more information.

The USGA strongly suggests that all players verify the conformance of their clubs well in advance of their scheduled qualifying competition. It is the player's responsibility, not the USGA's responsibility to ensure that his or her clubs conform.

Waiting until the day of the competition is the fault of the player. The Committee is under no obligation to test the club the competitor may play. However, if it is later determined that the club is non-conforming, including after the competition has closed, the player will be disqualified if the player made a stroke with it.