

ROUND 4 INTERVIEW
January 28, 2023

JON RAHM (-8)



Q. When did you kind of feel like it wasn't quite there for you today?

JON RAHM: I really can't tell you.

Q. I don't think you're a guy to make excuses, but was the pace of play (inaudible)?

JON RAHM: No, I wouldn't say so. Honestly, it felt faster today than the last two days. It's still slow but a lot of it is due to the setup. You have 600-yard par 5s with this rough and the long par 4s is going to take a while.

Q. Did you get a bad break on 5, like a cart path bounce?

JON RAHM: I got a lot of bad breaks today.

Q. You did?

JON RAHM: Yeah. If I didn't (indiscernible) in the fairway, I got the worst possible lie in the rough. I seen plenty of people all week go for the green. Anytime I was in the rough, I was just dead as could be. And not the kicker to the one on 18, for that ball to end up where it ended up.

Q. We were over here. What happened?

JON RAHM: It landed in the center of the bunker and released, stayed on the edge, basically plugged. Instead of having a wedge as my third shot, I had a 7-iron. I made a lot of bad breaks. I can guarantee you one thing, if you're in the fairway, you don't get bad breaks. Just have to play better.

Q. The driving wasn't as strong today?

JON RAHM: No. It wasn't bad, either. It was just -- feel like I made a lot of good swings today. Today feels like the first day I made a lot of good swings, they just didn't end up the way I wanted to. One was a good swing, ends up long; 2 was a good swing, ends up short; 5, even the second shot out of the bunker wasn't bad, if it just stays in the rough I have an up-and-down chance, hits the cart path and goes to a dead spot. I mean, I can keep going for many of them that weren't bad swings. It's golf. I battled as hard as I could and the only thing that could have saved me was maybe making a couple putts and I couldn't do that early on to get momentum going, right? Either way I knew it would be a tough day. I knew a couple under probably would have had a chance, but I just didn't have it.

