

ROUND 1 QUOTES

July 11, 2024

TROY MERRITT (-5)



Q. Troy, how's it feel to be back in this place once again where you won in '18?

TROY MERRITT: Yeah, it's fantastic to come back. I really haven't been here since '19, so it's been a while since I've seen the place. It's fantastic, it brings back a lot of really good memories. We got on a nice little run, it was kind of reminiscent of the first round back in 18 and kind of sputtered coming home, but overall solid day.

Q. But you know you have to go low here and you did that.

TROY MERRITT: Yeah, you have to make birdies. The two years I played here we played it very soft, so watching these fairways bounce like they are right now is something I haven't seen out here. That's an adjustment we had to make during the round and we'll have to do that the rest of the week. But yeah, I know you have to make birdies. Everybody's going to make 'em, so you've just got to try to make more than everybody else.

Q. You kind of touched on it, but the ball, is it rolling a little further than you were even used to?

TROY MERRITT: Yeah, no, we'll get some good heat in the afternoon here and the balls go further in the air and this course will play really short. And you've got to play it from the fairway to attack the pins around here. The greens are fairly tricky out here and got to get in the right quadrants and that's hard to do out of the rough, so you've got to find fairways.

Q. Just talk a little bit about the stretch there, six birdies out of eight holes there beginning on 8 through 15.

TROY MERRITT: Yeah, I got the ball in play from the fairway for a change. I didn't do that for the first seven holes, as a result didn't have very many birdie looks. I think we had three eagle putts on, what are they now, 8, 11 and 15. I'm used to playing the nines reversed, so I've got to think about it the other way.

Yeah, to be able to hit those in two and have eagle putts and tap-in birdies and throw a couple nice shots in and make a putt on, what was it, 14, it was a nice little stretch.

