

ROUND 3 INTERVIEW
April 21, 2018

PAUL BROADHURST (-18)
KIRK TRIPLETT



Q. Paul, I guess let's start with you, a couple birdies on 12 and 13 to take the lead, and talk a little bit about finishing strong here.

PAUL BROADHURST: I think, I mean I've got 6 under in my mind all the way around and we got off to a good start birdieing the first two. Left a couple of putts short sort of mid round, so I thought it was important to finish well.

But this guy, he's the man that he stands out there, sticks it in the middle of the green and then lets me have a go at the flag. It's working really well.

Q. Kirk, talk a little bit about this team golf and how difficult was it out here today?

KIRK TRIPLETT: We divided up the duties today, right? He made the birdies, I kept score. That's how it went down today. Paul played a beautiful round. We were both in it most of the holes so that's a tremendous help in this style event. Just not sure what to expect up here the first time around, I feel like we played pretty good.

Q. Paul, what about tomorrow, they're talking about rain and going to the Top of the Rock, but everybody will be on the same golf course and you'll be able to see what's going on.

PAUL BROADHURST: Yeah, I mean, it's going to be interesting. It's an interesting format, like modified foursomes front nine and then four-ball better ball back nine. We seemed to play the four-ball -- the foursomes pretty good yesterday early on. Yeah, it will be interesting. Hopefully the weather's a little bit kinder than the weather forecast and we can dodge the showers.

KIRK TRIPLETT: It's a huge momentum kind of tournament. It seems like when you're playing stroke play you're more guarded and you're picking your spots trying to make a birdie here or there. Here you get hot and you're shooting at every pin, you run up three or four in a row. Just like last year Vijay and Carlos came from way back. So there's lots of guys in it. You can't go thinking, I'm leading and 20 feet's good. You've got to get after it tomorrow.