

WGC Dell Technologies Match Play

Thursday, March 23, 2023
Austin, Texas, USA
Austin Country Club

Brian Harman

Quick Quotes

Q. How would you characterize the match today?

BRIAN HARMAN: Yeah, I played great early. Slipped up there for a minute. Nick didn't play great on the front nine, but he gave me all I wanted on the back nine. Everybody in this tournament is just -- everybody is good. You can't let the foot off the pedal for a minute. I took a breath there at 11, and it was tough sledding coming in.

Q. Is that maybe what a lot of people don't get is there's 64 guys here and that every single one of them can beat anybody else on any given day?

BRIAN HARMAN: That's correct, yeah. The parity on the TOUR is its strength, and this is a really tough field.

Q. What did you do best today?

BRIAN HARMAN: I haven't been striking the ball well at all. Not really since Honolulu. It's been really frustrating because I hit it so good last year and really felt like I was about to take the next step and contend a few more times and then it went sideways for a while. But I'm finally starting to hit it a little bit better again, so I'm able to keep it in play a little bit more and be a little bit more aggressive with my irons.

Q. Is it something you and Justin are working on at all?

BRIAN HARMAN: Yeah, but I'm not going to tell anybody.

Q. You and Patrick, both 2-0. If you win, you go home. Is that a good feeling knowing that all you have to do is concentrate on that one match? There's no other computations that could come into play?

BRIAN HARMAN: Yeah, that's right. Patrick is obviously an incredible player. I expect him to play really well and I'll have to play really well to beat him.



Q. You've had success at every single level in match play. What do you think helps you play well in match play?

BRIAN HARMAN: I think it helps me not looking at leaderboards, not getting ahead of myself, not worrying about what's going on. It keeps me pretty present. I think it helps me out a little bit.

FastScripts by ASAP Sports

