

VELGA GAME SCHEDULE 2023-2024 & GAME DESCRIPTIONS

DATE	DAY	SPECIAL EVENT	TYPE	GAME	DESCRIPTION
OCT-4	WED		Team	Best 2 Balls	Count 2BB for each member
OCT-11	WED		Team	Mutt & Jeff	Count 2BB on 3s & 5s
OCT-18	WED		Indiv	Low Gross/ Low Net	Standard play
OCT-25	WED	Fall Harvest	Team	Orange Ball	
NOV-1	WED		Team	Cha Cha Cha	Count 1BB on 1,4,7,10,13,16; 2BB on 2,5,8,11,14,17; 3BB on 3,6,9,12,15,18
NOV-8	WED		Team	Six at a Time	Count 3BB on 1-6, 2BB on 7-12; 1BB on 13-18
NOV-15	WED		Indiv	No Middle	Skip #5, #14
NOV-22	WED		Team	Hi / Low	Group High/Low handicaps, Middle handicaps, record lowest net, add best net score from each group
NOV-29	WED		Team	Even / Odd	Count 1BB on evens, 2BB on odds
DEC-6	WED		Team	Play it Forward	Play from Lime Greens
DEC-12	TUE	Holiday Party			
DEC-13	WED	Fun Day	Indiv	Lucky Raffle Tickets	Raffle tickets will be handed out with buy-in, after round tickets will be drawn for winners.
DEC-20	WED		Team	Best 2 Balls	Count 2 BB for each member
DEC-27	WED		Team	Mutt & Jeff	Count 2 BB on 3s & 5s
JAN-3	WED		Team	Cha Cha Cha	Count 1BB on 1,4,7,10,13,16; 2BB on 2,5,8,11,14,17; 3BB on 3,6,9,12,15,18
JAN-10	WED		Indiv	Middle 9	Count #6-#14
JAN-17	WED	Fearsome Foursome	Team		
JAN-24	WED		Team	Six at a Time	Count 3BB on 1-6, 2BB on 7-12; 1BB on 13-18
JAN-31	WED		Team	Hi / Low	Group High/Low handicaps, Middle handicaps, record lowest net, add best net score from each group
FEB-7	WED		Indiv	Evens Only	Count even holes only
FEB-14	WED	9-18 Hole Event	Team		
FEB-21	WED	Dynamic Duo, Day 1	Team		
FEB-28	WED	Dynamic Duo, Day 2	Team		
MAR-6	WED		Indiv	Odds Only	Count Odds only
MAR-13	WED	Championship, Rd 1	Indiv		
MAR-20	WED	Championship, Rd 2	Indiv		
MAR-27	WED	Champ Rain Date	Team	Even / Odd	Count 1BB on evens, 2BB on odds
APR-3	WED		Team	Play it Forward	Play from Lime Greens
APR-10	WED		Team	Best 2 Balls	Count 2 BB for each member
APR-17	WED		Indiv	Net 3 and 4 only	Count 3s & 4s
APR-24	WED		Team	Mutt & Jeff	Count 2 BB on 3s & 5s
MAY-1	WED		Team	1-2-3	1BB on 5s, 2BB on 4s, 3BB on 3s
MAY-8	WED		Team	Six at a Time	Count 3BB on 1-6, 2BB on 7-12; 1BB on 13-18
MAY-15	WED		Indiv	Low Gross/Low Net	Standard play
MAY-22	WED		Team	Hi / Low	Group High/Low handicaps, Middle handicaps, record lowest net, add best net score from each group
MAY-29	WED		Team	Even / Odd	Count 1BB on evens, 2BB on odds
JUN-5	WED		Team	Best 2 Balls	Count 2 BB for each member
JUN-12	WED		Indiv	No Middle	Skip #5, #14
JUN-19	WED		Team	1-2-3	1BB on 5s, 2BB on 4s, 3BB on 3s
JUN-26	WED		Team	Cha Cha Cha	Count 1BB on 1,4,7,10,13,16; 2BB on 2,5,8,11,14,17; 3BB on 3,6,9,12,15,18

1-2-3 - Team Game

Keep gross score, handicaps will be applied for Team scores.

Par 5's use 1 net Best Ball

Par 4's use 2 net Best Balls

Par 3's use 3 net Best Balls

2 Best Ball - Team Game

Keep gross score, handicaps will be applied for Team scores.

Count 2 Best NET Balls per Hole of Foursome, net scores are used.

3s & 4s Only - Individual Game

Keep gross score, handicaps will be applied.

Net scores are used on par 3s & par 4s only (no par 5s).

Cha-Cha-Cha - Team Game

Keep gross score, handicaps will be applied for Team scores.

Game is a 3 hole rotation beginning on hole #1, regardless of which hole you start on.

Cha - 1st hole - Applies to Holes 1,4,7,10,13,16, *Use 1 (lowest) net score

Cha Cha - 2nd hole - Applies to Holes 2,5,8,11,14,17, *Use 2 (lowest) net scores combined

Cha Cha Cha - 3rd hole - Applies to Holes 3,6,9,12,15,18, *Use 3 (lowest) net scores combined

All lowest net scores are added together for team score.

*On the 4th hole, the rotation begins again using 1 net score.

Evens & Odds - Team Game

Keep gross score, handicaps will be applied for Team scores.

Count 1 Best Ball (BB) on even numbered holes and 2 Best Ball (BB) on odd numbered holes.

Evens Only - Individual Game

Keep gross score, handicaps will be applied to individual scores.

Count net scores for even holes only.

High and Low - Team Game

Keep gross score, handicaps will be applied for Team scores.

The 4 person team is split into 2 groups: High & Low Handicaps and 2 Middle Handicaps. The best net scores from each group are added together for the team score.

It's 4 Winners - Individual Game

Keep gross score, handicaps will be applied for Team scores.

1 Best 18 hole - Gross score

1 Best 18 hole - Net score

1 Best 9 hole - Net Front

1 Best 9 hole - Net Back

*must be 4 different winners

It's The Middle Nine - Individual Game

Keep gross score, handicaps will be applied.

Use net scores for holes 6,7,8,9,10,11,12,13,14 (#6-#14) only for game score.

Low Gross/Low Net-Individual Game

Keep gross score, handicaps will be applied to individual scores.

Low Gross, no handicaps applied,

Low Net, handicaps applied.

Mutt & Jeff-Team Game

Keep gross score, handicaps will be applied for Team scores.

Use scores from the 2 Best Balls (BB) on par 5s and par 3s for team score.

No Middle-Individual Game

Keep gross score, handicaps will be applied to individual scores.

No Middle - Hole #5 (front) & #14 (back) scores are excluded in the final net score.

Odds Only - Individual Game

Keep gross score, handicaps will be applied to individual scores.

Count net scores for odd holes only.

Play It Forward - Team Game

Keep gross score, handicaps will be applied for Team scores.

Play from the Lime Green Tees

2 Best Balls (BB) net determine total team score

Six At A Time - Team Game

Keep gross score, handicaps will be applied for Team scores.

Six At A Time breaks the 18 Holes into three parts.

Holes #1-6 3 Net Best Balls

Holes #7-12 2 Net Best Balls

Holes #13-18 1 Net Best Ball

All net scores added together for total team score

Stableford - Individual Game

Keep gross score, awarded points will be based on net.

Stableford is scored by points awarded for each hole.

Points are awarded on net scores as follows:

Bogey = 1 point

Par = 2 points

Birdie = 3 points

Eagle = 4 points

Double Eagle (Albatross) = 5 points

The player who scores the highest number of points wins.

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EVENT Championship – Individual Game

Keep gross score, both gross and net scores will apply.

Two Week Event, Members must have played a minimum of 6 scheduled VELGA weekly events prior to the date of the Championship.

Exchange scorecards & you must play the hole out.

INVOKING a rule, drop, or anything else, you need to inform another player to confirm action planned.

QUESTIONS while playing a hole, play two (2) balls to complete the hole. Bring your question to the pro shop after the round to determine which ball was correct.

OUT OF BOUNDS and LOST BALL In addition to original shot out of bounds or lost ball, add one (1) stroke penalty, and hit again from original position. OR Drop the ball at the fairway edge opposite entry point and add two (2) strokes.

PENALTY AREA (red stakes) You can remove any vegetation, ground your club, take practice swings, and remove the red stake to take your swing.

HOLE #6, CONSERVATION AREA You may not enter or hit out of the Conservation Area. Drop the ball within two (2) club lengths from the point of entry, but no closer to the hole and add one (1) stroke.

HOLE #8 and #15 WASTE BUNKER (white shells) players have a free drop within one club length from the nearest point of full relief (stance and swing), no closer to the hole. You must have a clear shot out of the shells to get a free drop. If you don't have a clear shot, drop the ball within two (2) club lengths from the point of entry, but no closer to the hole and add one (1) stroke.

HOLE #14 – IN THE WATER proceed from the tee as usual until near water. After one (1) shot into the water and one (1) Penalty DROP to take out of the water, you may carry it around (taking ONE (1) MORE STROKE) or try to hit it again (USUAL STROKE COUNT).

EXAMPE: If you hit into the water on your 4th shot – You are bringing the ball out of the water on shot #5 which you drop in the fairway and choose to hit over the water again you are now hitting shot #6. OR You have the choice to take a 2-stroke penalty and walk around to the drop area and you are now hitting shot #7.

SAND TRAPS Must play it how it lies. What that means: if it is in a footprint because a prior golfer did not rake, you still need to play it how it lies. There are 2 (2) exceptions. 1. If there is water in the sand trap. In that case you have a free drop to a different part of the sand trap, but no closer to the hole. 2. If there is an unusual condition (such as metal pins or mesh) you can take a free drop in the sand, but not closer to the hole. Please rake after you hit out of a sand trap.

CART PATH First find the nearest point of relief for stance and swing, then take a free drop within one club length of that spot, no closer to the hole.

GROUND UNDER REPAIR Free drop within one club length of the nearest point of relief completely outside the repair area, no closer to the hole.

ROOTS and FIRE ANTS Free drop within one club length of the nearest point of relief, no closer to the hole.

PLAYING HONORS First hole – Lowest handicap hits first, then next lowest handicap and so on. The player with the lowest score on the preceding hole gets honors on the next hole.

For example – A player who made par goes before bogey, who goes before double bogey and so on. If there is a tie, then go back to the last hole guidelines for line-up.

REMEMBER YOU ONLY HAVE 3 MINUTES TO LOOK FOR YOUR BALL.

Low Gross winner Tie will be broken with a playoff, starting with the first hole, until the tie is broken.

EVENT 9-18 - Team Game

Keep gross score, handicaps will be applied for Team scores.

VELGA 18 ladies and VELGA 9 ladies team up together. Groups are made from both leagues with cash winnings being paid out after the event.

EVENT Dynamic Duo - Team Game

Keep gross score, handicaps will be applied for Team scores.

Dynamic Duo is a 2 Week BB Event, Choose a Partner.

Teams must have 2 players for at least 1 week of the 2 weeks.

If one player cannot play in 1 of the weeks, the net score of the other player will be used for that week.

Dynamic Duo net score will be the best score per hole from each week per player or as noted above.

EVENT Fearsome Foursome - Team Game

Keep gross score, handicaps will be applied for Team scores.

Team Event, 4-person, select your own team. Each 4-person team is divided into twosomes.

1st Twosome is the highest & the lowest handicap

Their best ball score will be used on the even holes

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2nd Twosome is the other two members

Their best ball score will be used on the odd holes

Each twosome has the option to borrow a best ball score from the other twosome ONCE on the front & back.

If score is borrowed on a hole, it must be done immediately after hole is played.

EVENT Fun Day- Individual Game

Lucky Raffle

Keep gross score.

Raffle Ticket are given to each 'buy-in' player,

Raffle tickets will be drawn, and payouts will be based on winning raffle ticket & payout chart.
