



Leland
LIFESTYLES

2022 Leland Games

Event Rules and Information

Registration Deadline is March 18, 2022

Please register at www.lelandlifestyles.com. Look for the Leland Games tab at the top. Registration starts March 3, 2022 and goes through March 18, 2022 at 5PM.

For team events, one person must register their entire team. You will need your teammates names, email, phone number, address, and shirt size.

For all events except the 3K, once registered you will receive an email confirmation from that includes a link to the waiver consent form and a pdf of your registration. Please forward the email to all your teammates. Each teammate needs to follow the link to the consent waivers and bring a copy of their registration to their event. You can also find the consent waiver form at www.lelandlifestyles.com.

For participants of the 3K, you will complete waivers during the registration process and will not receive a confirmation email containing a pdf. You will receive a separate confirmation.

We are excited to be back and look forward to another great year of making memories and having FUN!

Sincerely,
Leland Lifestyles Team
lelandgames@lelandmanagement.com



2022 LELAND GAMES SCHEDULE

MON, APRIL 18

Heritage Hills
9:30 AM Opening Ceremony
11:00 AM 3k Charity Run

TUES, APRIL 19

Kings Ridge
9:00 AM Billiards
Highland Lakes
1:00 PM BINGO
SummerGlen
12:30 PM Men's Golf

WED, APRIL 20

Marion Landing
1:00 PM Bowling
SummerGlen
12:30 PM Women's Golf

THUR, APRIL 21

Legacy of Leesburg
10:00 AM Softball

FRI, APRIL 22

Legacy of Leesburg
9:00 AM Bocce
10:00 AM Softball
Championship

Photography

***Submissions due April
13th
*Voting April 18th to 26th**

MON, APRIL 25

Highland Lakes
10:00 AM Shuffleboard

TUES, APRIL 26

Lakes of Mt. Dora
1:00 PM Trivia

WED, APRIL 27

Spruce Creek
10:00 AM Cornhole

THUR, APRIL 28

FRI, APRIL 29

Spruce Creek
12:00 PM Closing Ceremony

**Warm up and check in
will begin 30 minutes
prior to each event.**

Communities coming together to give back!

Giving back is a core value of Leland Management and we are excited to partner with you and LifeStream to raise money throughout the Leland Games for their Children Services department. All funds received will go directly to LifeStream. To make a donation and read more about the charity visit www.lelandlifestyle.com under the Leland Games tab. Look for the LifeStream section and the donate now button.



CHILDREN'S COMMUNITY ACTION TEAM

www.lsbcc.net

(CAT) – The program offers parents and caregivers of youth ages 11–21 with serious behavioral health issues a safe and effective alternative to out-of-home placement. The CAT model utilizes a team approach that “wraps around” the family to address their unique challenges with community-based treatment. In addition to standard mental health services the team can provide assistance to the family by providing services such as tutoring, respite care, outings for social skills development, assistance with transportation to appointments, vocational skills development,



CHILDREN'S MENTAL HEALTH

Services are provided to children with emotional or behavioral disturbances requiring therapeutic intervention to stabilize functioning at home, in school, and in their communities. These services are designed to relieve distressing symptoms and improve behavior, interpersonal and other skills needed to function in the home, peer and school environments. Services include help to caregivers and families that build stability and parenting skills. Access is provided to a child psychiatrist for evaluation and medication treatment if needed.



TURNABOUT PROGRAM

Turnabout provides a stage model of treatment, provided by a Masters prepared counselor, where adolescents, who have a substance abuse issue, may be involved in a variety of therapeutic approaches and other services. Individual treatment allows teenagers to explore and learn skills to help with psychological factors, which may include a mental health issue, anger issues, and other environmental/family issues that may be contributing to their drinking and /or drug use. Family therapy is also recommended to help families break down defense patterns to facilitate discussion and share solutions to common problems.



CHILDREN'S CLINICAL ON-SITE SERVICES (CCOS)

www.LSBC.net

The children and adolescents of CCOS meet state criteria for services and display significant disruption in age-appropriate functioning. They are often disruptive in the classroom, demonstrate oppositional and non-compliant behavior with authority figures, and display physical aggression with peers. A lesser number of these individuals exhibit withdrawn, isolative behaviors and deficits in social skills that prevent quality interaction with others. Others may be involved with the juvenile justice or child welfare system, with whom we work closely. Evidenced-based therapeutic approaches, such as cognitive behavioral therapy, solution-focused brief therapy, play therapy, parent-child relationship therapy are provided in the home, at schools or in the community. Access is provided to a psychiatrist for evaluation and medication treatment if needed.



POTENTIALS YOUTH BASED INTERVENTION SERVICES

This program is a service that is offered to at-risk students at selected schools in Lake and Sumter Counties. The counselors see students during the school day for individual and/or group counseling, depending on the needs of the student. Student needs can include behavioral problem resolution, substance use education, academic issues, anger management and improving social skills.



YOUTH & FAMILY RECOVERY PROGRAM (YAFR)

YAFR provides services to youth who are abusing primarily marijuana and alcohol and who would be appropriate for an outpatient level of care. Treatment involves individual sessions with the youth, as well as 4 sessions with the family and/or caregiver. The principle behind the model is to connect youth with positive community activities to discourage substance use and reinforce healthy recreational interests and peer groups.

MOBILE RESPONSE TEAM



Mobile Response Teams are a 24-hour, 7 day per week service that provides assistance for mental health and substance use crises for children, adolescents and young adults up to age 25 in Lake, Citrus and Sumter Counties. The team will provide on-demand crisis intervention services in any setting in which a behavioral health crisis is occurring, including homes, schools and emergency rooms. The team will work to divert individuals to the least restrictive service that will assist them in resolving the immediate crisis and provide follow up care, thus resulting in the individual's safety and the safety of the community.

JUVENILE TREATMENT ALTERNATIVES FOR SAFER COMMUNITIES

(J-TASC)- The juvenile TASC program is designed to accept referrals for services by the Department of Juvenile Justice (DJJ) for juveniles residing in Circuit 5 who are screened and determined to be in need of assessment for substance use or mental health problems, and who meet the eligibility requirements for the program. All juveniles served by the program will receive an interview with an adolescent specialist to identify appropriate mental health and substance use issues, recommendations and referrals.

Opening Ceremony

Date: Monday, April 18, 2022

Location: Heritage Hills of Clermont

3195 Heritage Hills Blvd., Clermont, FL 34711

Must use front gate located off Hancock Road

Time: 9:30am

Opening Ceremony will commence promptly at 9:30am. All Residents, players, and supporters are welcome to attend!

You won't want to miss the Torch and Flag Ceremony!

Raffle tickets for prizes at the closing ceremony will be given out at opening ceremony. If your entire team is present at Opening Ceremony, you will receive additional tickets.

Closing Ceremony

Date: Friday, April 29, 2022

Location: Spruce Creek

13601 Del Webb Blvd., Summerfield, FL 34491

Time: 12:00pm

The Closing Ceremonies will begin promptly at 12:00pm on Friday, April 29, 2022.

Awards will be given out and lunch will be provided. All event winners are highly encouraged to attend the Closing Ceremony. At the Closing Ceremony, we will hold our raffle. You must be present to win! Space is limited, an email will be sent to all participants to RSVP.



HERITAGE HILLS

A Lennar Community

3K Charity Run

Date: Monday, April 18, 2022

Location: Heritage Hills of Clermont

3195 Heritage Hills Blvd., Clermont, FL 34711

Must use front gate located off Hancock Road

Registration: 10:30am

Race Begins: 11:00am

Teams: All teams must have at least five residents to compete from their community. The top three teams with the lowest time will be awarded at the Closing Ceremony.

Individuals: Racers may enter as individuals in the women's and men's categories. The top three times in each category will be awarded at the Closing Ceremony.

The Race: Everyone will start at the Heritage Hills Clubhouse and finish at the Clubhouse. Teams and Individuals will be grouped for staggered starting. Each group will be staggered by 1 minute and 30 seconds. Some may choose to run while others walk. The clock will stop for a team once their fifth person has crossed the finish line. All racers should be finished with the course by 12:15PM.

Time: Runners could finish the course in under 20 minutes. Walkers should take around 40 minutes to complete the course.

The Course: Starting at the Clubhouse the race will walk a short path on the road until getting to the Heritage Hills Blvd. The races will then use the sidewalk with the assistance of crossing guards at five points along the boulevard before coming to the first drink station. They then will turn and proceed using the sidewalk in the back of the community. There will then be three more drink stations for a total of four. After the final station there will be two more locations to cross with the assistance of crossing guards. This will lead them up to the path and to the finish line where there will be a cool-off zone.

Shoes: Sneakers only. Those wearing sandals or flipflops will not be permitted to race.

Gear Check: Those competing will be allowed to leave items at a gear check. This space will be monitored but not secured. Valuables should be left at home or in your car. Bathroom space is limited, so those who can come already dressed should.

Race Etiquette

- Follow the pre-race instructions. Make sure to group up and be in line with your group.
- If you are not registered with the race, you should not participate in it. If someone has dropped out and you wish to take their place, then please do so with the race organizers.
- If you or someone that you see drops something during the start of the race or during a congested portion of the race, do not stop to pick it up. Wait until you can clearly be seen picking up the item by everyone.
- Do not drop or leave clothing on the course after warming up or if you need to shed layers. Instead tie them around your waist or place them next to a drink station where you can retrieve them later.
- Should you need to tie or fix your shoe, blow your nose, use your phone, move to the side and off the run path.
- Make sure to leave space for those passing by but be mindful not to come too close to the person next to you as you or the other person could inadvertently trip one another.
- Do not block runners coming up behind you by swerving needlessly back and forth.

- Should you be approaching a group or a slower individual, make sure to let them know by saying "on your left/right" or something to let them know that you are attempting to pass them. If you hear this from behind, you do not stop to turn around. Instead move to the side requested. If you do not know which side or if a side was not stated, then move to the right.
- Stay on the course. Do not take a short cut. IF you need to leave the race for any reason, find a race official and let them know. They will help you to exit. Never go backwards through the course.
- Once you cross the finish line you will need to keep moving as others will be arriving behind you.



Billiards

Date: Tuesday, April 19, 2022

Location: Kings Ridge

1900 Kings Ridge Blvd., Clermont, FL 37741

Registration: 8:30am

Event Start: 9:00am

Number of Players: Two teams of two players from each community.

Game Play: We will be playing by the BCA rules with only a few changes. (Rules attached.)

There will be a double elimination.

- You will play 2 games unless tied. Then, a third game will need to be played.
- Winner always breaks and loser always racks.
- Teams will take turns when playing in each game.
- There will be a Winner and Loser Bracket.

The BCA Rules are below.

Each table will be provided a table monitor. Questions from players will be given to the table monitor who will then report to Coordinator.

Scores will be reported by table monitors to scoreboard keepers and new games will be called out by table monitors.

BCA 9 Ball Rules

Object of the Game:

Nine-Ball is played with nine object balls numbered one through nine and a cue ball. On each shot, the first ball the cue ball contacts must be the lowest numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until missing, committing a foul, or winning the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.

Racking the Balls:

The object balls are racked in a diamond shape, with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.

Order of Break:

Winner of the lag has the option to break. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the tournament organizer. The following are common options that may be designated by tournament officials in advance:

- Players alternate break.
- Loser breaks.
- Player trailing in game count breaks the next game.

Legal Break Shot:

The rules governing the break shot are the same as for other shots except:

- 1.The breaker must strike the ball first and either pocket a ball or drive at least four numbered balls to the rail.
- 2.If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.

3.If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted).

Continuing Play:

On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 5.6). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.

Push Out:

The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce the intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out . A push out is not considered to be a foul as long as no rule (except rules 5.8 and 5.9) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.

Fouls:

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are re-spotted (exception: if a pocketed ball is the 9-ball, it is re-spotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

Bad Hit:

If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is foul.

No Rail:

If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.

In Hand:

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. The player may continue to adjust the position of the cue ball until shooting.

Object Balls Jumped off Table:

An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not re-spotted (exception: if the object ball is the 9-ball, it is re-spotted) and play continues.

Jump and Masse Shot Foul:

If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

Push Out:

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, the game is lost. The three fouls must occur in one game. The warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he misses, fouls or wins. or when he fouls between shots.

End of Game:

On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul.



BINGO

Date: Tuesday, April 19, 2022

Location: Highland Lakes

5500 Clubhouse Drive, Leesburg, FL 34478

Registration: 12:30pm

Event Start: 1:00pm

The Game: Each bingo card contains 24 numbers and a blank square, situated on a 5x5 grid. When the game starts, random numbers are drawn and whoever participating in the game completes a bingo pattern first, wins. The numbers on the cards are randomly assigned to the squares on the card. When the bingo game starts, the players are not allowed to use any more cards, other than the ones in their possession, until the end of the game. During the bingo game, random numbers are drawn and announced by the caller. After a number is announced, every player needs to check his/her bingo cards for the announced number and if he/she has it on one or more of his/her cards, they need to mark it accurately on the cards where the number is present. This is done until one or more players call BINGO. The game stops, the numbers are verified, and a new game is started if the player indeed has Bingo.

There will be a total of fourteen games played. The winner of each game will earn one point for their Association. If there are two winners, each will earn ½ of a point. At the end, the points will be tallied, and the top three Associations will be awarded the Gold Medalist, the Silver Medalist, and the Bronze Medalist

Bingo Cards: Bingo cards will be provided for each player. Players may choose to bring stampers, highlighters, or markers to mark their bingo cards.

Patterns: The patterns that will be played will be chosen by the Bingo caller and announced during the day of play.



Golf

Date: Tuesday, April 19, 2022 (Men's Teams Only)

Date: Wednesday, April 20, 2022 (Women's Teams Only)

Location: SummerGlen

1450 SW 154th Street Rd., Ocala, FL 34473

Registration: 11:30am

Event Start: 12:30pm

The Teams: Four teams of four players per community (Two Men's and Two Women's Teams)

The tournament will consist of 18 holes.

Cost: \$10.00 per person. Payment due at check in.

A golf scramble is a TEAM format for golf tournaments with the rules emphasizing fun without the pressure of players keeping individual scores. Each player hits a tee shot on each hole, but everyone plays from the spot of the best shot, subject to certain criteria, until the ball is holed. Total game time is about 4 hours.

Game Play:

1. Each member of the team starts play from their assigned starting hole.
2. The best tee shot is chosen through consensus of the scramble team. The group can decide the best tee shot based on any criteria they choose. Usually, the best shot is the longest drive that lands in the fairway, though the team may choose a long tee shot that landed off the fairway in the rough if there is a decent lie.

3. The spot of the best tee shot is marked with a golf tee or ball marker. Players must pick up their golf balls and hit from within one club length of the newly marked spot, keeping the ball in the same condition of the selected ball; ex: if the selected ball is in the rough all team members must play from the rough. Players are also permitted to move the ball no more than 6 inches and not closer to the hole on the putting green.
4. Team members continue selecting the best shot until one player hits the ball in the hole. The team score is the total of the best shots.

Dress Code: No denim or jean material pants or skirts will be permitted. The designated “2022 Leland Games” T-shirts are permissible with slacks or golf approved attire.

Tips: If you are selecting a scramble team, try to include at least one player who can hit good tee shots with the driver. Good tee shots will put your team in a good position for its second shot. Having a player who has good short-game skills also helps, especially putting.



Bowling

Date: Wednesday, April 20, 2022

Location: Marion Landing

9457 SW 65th Avenue Rd., Ocala, FL 34476

Registration: 12:30pm

Event Start: 1:00pm

The Teams: There will be ten teams competing. Each team will consist of 4 bowlers plus one alternate in any combination of men and women. Players may bring their own equipment; however, bowling balls and shoes can be provided by Marion Landing, if needed.

The Rules: USBC rules will apply

The Game: American Tenpins

- Ten (10) frames; each player delivers two balls in each of the first nine frames unless a strike is scored.
- In the 10th frame, a player delivers three balls if a strike or spare is scored.
- Every frame must be completed by each player bowling in regular order.
- Each team will play three (3) games.

The Play: Standard Scratch Bowling – no handicapping. Electronic scoring provided by Marion Landing.



Softball

Date: Thursday, April 21, 2022

Date: Friday, April 22, 2022 (Championship)

Location: Legacy of Leesburg

5280 Legacy Blvd., Leesburg, FL 34748

Registration: 9:15am

Practice: 9:30am

Event Start: 10:00am

Number of Players: One team of eleven players plus maximum of two alternates per community. Coed teams are allowed.

Game Play: All teams will play at Legacy of Leesburg. Double Elimination Tournament. A draw will determine which teams play each other in the first round. Championship will be best of three games the following day.

Equipment: ASA bats only. Trump X Rock softballs only. New balls for each game.

One Pitch Rules:

- Strike or foul ball is an out
- Ball: batter goes to first base
- Hit: batter runs bases

Seven innings will be played. Five runs are allowed per inning for each team, except that a team that is behind by more than five runs is allowed enough runs to tie the score. The visiting team is allowed unlimited runs in the last inning only. There are two bases on first. Infield hit - must run to outside base. Outfield hit - must run to inside base. Only one reverse is allowed if running to second or third base and caught in a pickle. Otherwise, the runner is out. When running to home plate, you must run to the right and cross the line only. Do not run to home plate as that will be an out. If the catcher catches the ball at home plate before the runner crosses the line, it is an out. You can have a runner at home plate or any other base. All runners must be in the line-up. Any interference or close call at any base is discussed between the coach and the umpire. No player can be involved.

Two umpires will be used. Concession stands will be open.



Bocce

Date: Friday, April 22, 2022

Location: Legacy of Leesburg
5280 Legacy Blvd., Leesburg, FL 34748

Registration: 8:30am

Event Start: 9:00am

Number of Players: One team of four players per community.

Legacy of Leesburg has 4 courts. Four (4) people per team (one alternate may be used if needed).

Game Play:

U.S. Bocce Federation Rules will be followed using brackets. Please see below.

The 10 teams will be split into 2 groups (1 and 2) of 5 teams each (A,B,C,D,E). This will be done at random.

Each of the 2 groups will play on 2 courts until the final round.

**Once teams have been eliminated you are welcome to
play on open courts for fun.**

10 Team Single Elimination



U.S. Bocce Federation Rules

How many people on a Team?

Games can be played one-on-one (singles), pairs (doubles), triples, or foursomes. In USBF format, singles are played with each person throwing 4 balls and alternating use of each end of the court. In doubles (pairs), each team member throws 2 balls and again alternate use of each end of the court. Triples have become the newest format and 12 balls are used instead of 8. Play is the same as Doubles with each team member throwing 2 balls and alternating use of each end of the court. Foursomes should be played with 2 members of a team stationed at opposite ends of the court and playing 2 balls each.

Tossing the Pallino:

The toss is valid if the Pallino passes the center line and does not touch the back wall on the opposite end. If the player fails to place the Pallino in the valid area, the opposing team will put the Pallino in play. If both players fail, the Pallino returns to the original team for an additional attempt. The alternating process continues until the Pallino is in a valid position. The team that originally tossed the Pallino will play the first ball.

Starting the Game:

The first ball may be rolled by any member of the team that originally tossed the Pallino. When shooting, the player is allowed to step on the foul line prior to releasing the ball. As long as even the heel (of the lead foot) is on the line, it is a valid shot. Once a player has released the ball, he/she is allowed to continue steps up to the center line. This is considered valid. Should the rolled ball hit the backboard without first touching the Pallino, side board or angle board, it is a dead ball and must be removed from the court. The same team must roll again and continue rolling until a valid point is established. Once the point is established, the opposing team must roll until they make a new (closer) point. Players may use the side walls at any time. If a player rolls the wrong color ball, simply replace it with the correct color once it comes to rest. In the event a tie is determined, the last team to roll a ball must roll again until the tie is broken. If after all the balls are played there is still a tie, no points are awarded and play resumes with the team last scoring tossing the Pallino from the opposite end of the court. Balls may be measured at any time. If a player moves a ball when measuring, the point is awarded to the opposing team. One team member can cross the centerline to measure balls.

Backboard:

If a ball hits the backboard without first touching another ball, Pallino, side or angle board, it is a dead ball and removed from the court. If a ball is shot, hits the backboard illegally and then strikes a stationary balls, the shot, ball is removed from the court and the stationary balls are placed in their approximate original positions. The Pallino is always a valid target and remains in play even if it strikes the back wall after being struck by any valid ball during a frame. If, however, the Pallino is knocked out of the court or bounces back in front of the center line, the frame is considered void and the team that started the frame will begin again at the opposite end of the court. In the event balls resting against a backboard is moved as a result of a valid shot, they remain in their new position. If, however, they move as a result of an invalid shot, they are returned to their approximate original positions.

Scoring:

Only one team scores in a frame (unless there is a tie). Games are played to 10 points.



Shuffleboard

Date: Monday, April 25, 2022

Location: Highland Lakes

5500 Clubhouse Drive, Leesburg, FL 34748

Registration: 9:30am

Event Start: 10:00am

Players: Two teams of two players per community.

Overview: The object of the game is to score more points than your opponent by either knocking their pucks off or by sliding your pucks past theirs into a higher score zone.

A game is a half a board (4 rounds)

Game Play: A coin toss determines who shoots which color disc to play. Yellow always goes first.

Terms Defined:

Foot - the end of the court furthest away from the scoreboard. **Head** - the end of the court nearest the scoreboard.

Kitchen - the (-10) scoring area

Hammer - the last disc (8th disc) that is pushed during a half-round.

Baseline - the white line that borders the bottom of the kitchen area (-10 area).

Deadline - the second of the 2 horizontal lines near the center of the court as viewed from either end.

Frame - a rectangle on the scoreboard reserved for marking the score.

Half-Round - is when 4 yellow discs and 4 black discs are pushed into play at one end of the court.

Round - is when 1 half-round has been completed at both the head and foot of the court.

Coaching - In friendly games, coaching can become a serious problem, especially on courts where everyone is trying to excel. Coaching should be offered only when it is solicited or tacitly accepted. Unrequested coaching usually contributes to tension. A new player seldom shoots his/her best during, or immediately after, a session of gratuitous coaching.

General Information:

Each community gets 1 point for a win, ½ point for a tie, or 0 points for a loss. The community with the most points at the end of the tournament wins.

Game Rules:

- A yellow disc is always pushed first from the head of the court at the start of each game.
- A disc that stops short of the deadline must be removed. A disc that stops on the deadline does not get removed.
- A disc that stops beyond the baseline but is still within 8" of the baseline must be removed. A disc that stops on the baseline should not be removed.
- Once a disc is declared "on the line" (shout "line") or "not on the line" (shout "good 7", for example) the declaration judgment should not be changed unless the disc is moved by another gliding disc- Coaching is allowed only when requested by your teammate; no unrequested coaching allowed.
- No walking on the playing area of the court unless you need to closely judge whether or not a disc is "on the line" or "not on the line".



Trivia

Date: Tuesday, April 26, 2022

Location: Lakes of Mt. Dora

8506 Lakes of Mount Dora Blvd., Mt. Dora, FL 32757

Registration: 12:30pm

Event Start: 1:00pm

Gate Entrance Code: 65546

Number of Players: Teams of up to six (6), each community can submit up to THREE (3) teams.

How to compete:

1. Get a team of 6 people. We may combine teams to make 6 players.
2. Come up with a fun team name that includes your community name.
3. Show up and be prepared for a fun competition.

Typical categories for Table Top Team Trivia include TV, Music, History, Geography, Movies, Sports, Leland Facts, Current Events and Science. No category is guaranteed to be included and there may be other categories not listed.

Format:

- The hosts will ask the question.
- After each question music will be played while the teams discuss the answer.
- The teams will answer questions for points and pass them in after each round.
- The hosts will give the answers and keep your team's on-going score.
- At the end of several categories the team(s) with the most points win.



SPRUCE CREEK GOLF & COUNTRY CLUB
by Del Webb®

Cornhole

Date: Wednesday, April 27, 2022

Location: Del Webb Spruce Creek
12650 Del Webb Blvd., Summerfield, FL 34491

Registration: 9:30am

Event Start: 10:00am

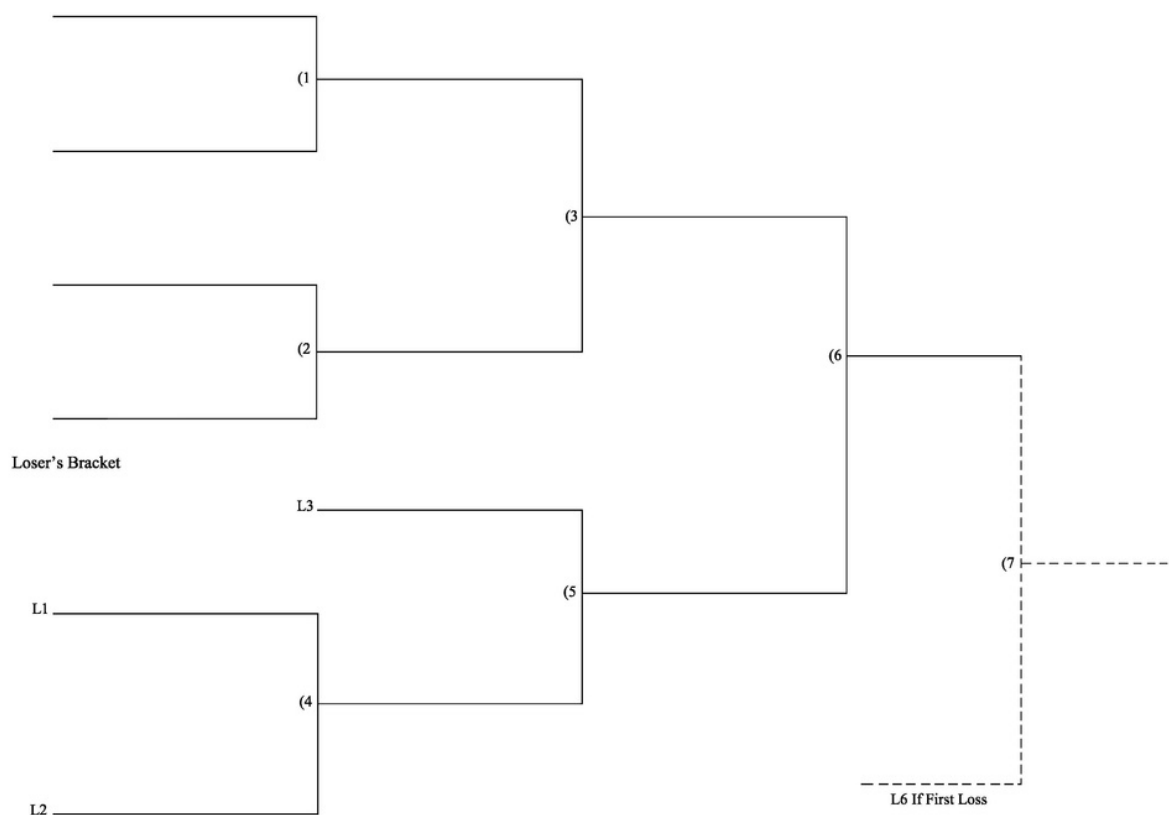
Players: Four teams of two players per community

Overview: There will be an “A” Team, “B” Team, “C” Team and “D” Team designated for each community by random draw. Teams “A” and “B” and Teams “C” & “D” will play each other in a single elimination round. The winners of Group A & B and C & D will then play against each other in another single elimination round. The final winners of “A”, “B”, “C” & “D” will then go into a double elimination round to determine the final standings.

40 Team Single Elimination



4 Team Double Elimination



Scoring Rules: 3 points in the hole, 1 point on the board

1.The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.

2.Bag In-The-Count (Woody): Any bag which comes to rest anywhere on top of the board. Each is worth one (1) point.

3.Bag In-The-Hole (Cornhole): Any bag which is thrown through the hole or knocked through the hole by another bag. Each is worth three (3) points.

Foul Bags – Refers to any bag that has not been determined as Bag In-The-Count or Bag In-The Hole or was designated a foul bag as the result of rules violation

Game Play:

Doubles Play – Team A competes against Team B, each team is comprised of two people

1. Each team will stay in their designated lane for the whole game.
2. Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
3. Players at the footboard will take score and resume pitching back to the other board.
4. The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.

Pitching Rotation During the Game:

The player or team who scored in the preceding inning has honor pitching first in the next inning. If neither player or team scores, the player or team who pitched first in the preceding frame shall retain first pitch in the next frame.

Position of Player During Pitching:

1. The pitcher must be within the pitcher's box or behind the foul line at the time of release.
2. A player must pitch all four bags from their designated pitcher's box.
3. Players must pitch the bag with an under-hand release.

Foul Bags:

1. The following are rule violations that must be spotted and called by a player or assigned judge. The penalty is to declare the bag a foul bag, which requires the bags to be removed from the court prior to resuming play. A foul bag is defined as: (a) Any bag pitched when the player has (1) made contact with or crossed over the foul line, or (2) started or stepped completely outside the pitcher's box before the bag is released (b) Any bag not delivered within the 20-second time limit (c) A bag pitched from a different pitcher's box than the first bag (d) Any bag that contacted the court or the ground before coming to rest on the board (e) Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc. (f) Any bag on the board that is also touching the ground (g) Any bag removed from the board before scoring has been agreed upon for that bag (i). The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported (ii). The non-offending team tallies twelve (12) points as if they had thrown four Bag In-The-Holes (Cornholes) during the inning.

2. A bag that leaves a player's hand once the final forward swing of the delivery process has started shall count as a pitched bag.

3. A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitched.

4. A bag hanging off the edge of the board has value unless it is touching the ground.

Protests: If a player desires to make a protest, the protest shall be made to the judge or official at the time the problem occurs. The judge shall make the final ruling on all protests.

Photography

Location: www.lelandlifestyles.com

Submissions: March 1st to April 13th

Voting: April 18th to April, 26th

To vote, please visit www.lelandlifestyles.com

Eligibility: The 2022 Leland Games is open only to residents of Leland Management managed communities participating in the Leland Games.

Entry Period: Now through Wednesday, April 13, 2022.

Voting: Monday, April 18, 2022 through Tuesday, April 26, 2022.

What to Enter: Leland Management is committed to improving the quality of life for residents in our communities and we want to see it through your eyes. For our 2022 Photo Contest, we'd like you to show off your community.

There will be three categories: (all photos must come from within your community)

- 1.Sunrises and Sunsets
- 2.Wildlife
- 3.Night Photography

**If you choose to include people in your submission, you are responsible for obtaining the necessary releases from the individuals depicted and must be able to provide copies of those releases to Leland Management along with your photo submission. Photo releases can be emailed to lelandgames@lelandmanagement.com*

Please do not include the following:

- Photos that violate or infringe upon another person's rights, including but not limited to copyright.
- Photos that contain sexually explicit, nude, obscene, violent, or other objectionable or inappropriate content.

How to Enter: Go to www.lelandlifestyles.com and find the photo submission form during the submission time period. Complete the form and upload your photo. You will need to complete a form for each photo you upload. There is a limit of two photos per category, per participant. Winners will be announced at the closing ceremony.

Submitted qualifying photos will be placed on the internet at www.lelandlifestyles.com for all to view. The top photos in each category will be chosen by poplar vote. (Anyone can vote)