



B.I.G. NIGHT

BROOKLAWN'S INTENSE GAMES!
1st Annual - Friday November 19, 1999

I Came, I Saw, I PLAYED at

B.I.G. 2,000

BROOKLAWN'S INTENSE GAMES
2nd Annual - November 16 & 17, 2000

United we STAND.
United we PLAY.



**BROOKLAWN'S
INTENSE GAMES!**
3rd Annual + November 15-16, 2001

Brooklawn's Intense Games



4 FUN - 4 EVERYONE - 4 FRIENDS - 4 EVER
4th Annual + November 21-22, 2002

*Celebrating
5 B.I.G.
YEARS!*



*Brooklawn's Intense Games
November 20 & 21, 2003*



BROOKLAWN'S INTENSE GAMES
Brooklawn Middle School - Parsippany NJ
NOVEMBER 11 & 12, 2004

7th Annual
BROOKLAWN'S
INTENSE
GAMES!



November 17-18, 2005



8th Annual
BROOKLAWN'S
INTENSE
GAMES!

Brooklawn Middle School - Parsippany NJ
November 16-17, 2006



It's been a great ride for 10 YEARS...

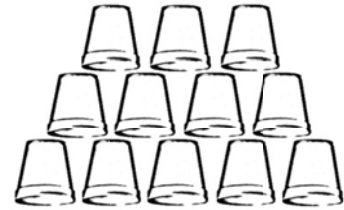
**Brooklawn's
Intense
Games!**

Brooklawn Middle School
Parsippany, New Jersey
NOVEMBER 20-21, 2008



BIGNIGHT!

*Brooklawn's Intense Games
Brooklawn Middle School ~ Parsippany NJ
11th ANNUAL ~ FEBRUARY 25-26, 2010*



BROOKLAWN'S INTENSE GAMES
12th ANNUAL - NOVEMBER 18 & 19, 2010

How we made Brooklawn's Intense Games into a...

B.I.G. Night!

Brooklawn Middle School Student Council - Parsippany, NJ

Brooklawn S.A. Website: www.BrooklawnSA.org

85th NJASC Convention | The College of NJ | January 5, 2011

OBJECTIVES:

- 1. *To have students from all grades and backgrounds work together to meet challenges in a fun and competitive environment.***
 - a. We actively promote B.I.G. Night in September to encourage as many students as possible to sign up in October and participate in November.
 - b. To make sure there is an opportunity for students to meet and work with others outside their regular group of friends, students are randomly assigned to teams.
 - c. To make sure our guest students also have this opportunity, we separate them into groups of 2 or 3, to be placed on different teams.
 - d. To keep things fair and competitive, teams are balanced both in terms of boy-girl ratio and by grade level.

- 2. *To have other members of the school community come together and share this experience:***
 - a. We encourage parents to participate, as working volunteers or to compete in the same events as their children as part of the Parents' Team. There is no better opportunity in our Student Activities program for true parent involvement and participation.
 - b. We encourage alumni to return, as working volunteers or to compete in the same events as their brothers, sisters, or younger friends as part of the Alumni Team.
 - c. We encourage teachers to participate and compete in the same events as their students as part of a Parent/Faculty Team.
 - d. To keep the competition fair, we use nine teams each night – six student teams that compete in two three-team heats, and a third heat in which two Parent/Faculty teams and the Alumni team compete against each other.

- 3. *To provide an opportunity for Student Council members to apply and demonstrate leadership skills gained through the NJASC Leadership Training Conference (LTC) and other experiences:***
 - a. By having Student Council Executive members serve as Team Captains, who are responsible for organizing, motivating, and leading their teams.
 - b. By carefully recommending and selecting two fellow students to join them as Team Captains, in the process examining the qualities in themselves needed to be a good leader.
 - c. By helping to plan, organize, and execute a major event that involves over 400 participants on two nights.
 - d. By connecting with student leaders from other schools and sharing social and leadership experiences with them.

- 4. *To provide an opportunity for our students and guests:***
 - a. To get excited about a competition that offers no prizes or rewards, and no other motivation than to have everyone do the best they can and have a great time doing it.
 - b. To come together and break through traditional grade level and social cliques to make new friendships that will last long beyond B.I.G. Night.
 - c. To raise money for the NJASC State Charity through ticket sales, without allowing fundraising itself to become the primary objective.
 - d. To promote the benefits of active participation in their state Student Council association, and continued networking and idea sharing after B.I.G. Night is over.

PLANNING:

1. Research and Review

- a. We look for ideas throughout the school year that could become new events:
 - Similar events in other schools
 - Brooklawn Bridges 5th Grade Orientation Field Day
 - LTC Olympics
 - Physical Education classes
- b. After we participated in these activities, we discuss and review them:
 - Did WE like participating in them?
 - Would OUR FELLOW STUDENTS like participating in them?
 - What could we change about them to FIT OUR GAMES better?
 - How much would it COST to get all the equipment needed?
 - What old event should we REPLACE if we decide to add this new event? Three heats each for six events take about three hours to complete.

2. Equipment:

- a. We review our equipment inventory and determine replacement needs.
- b. We seek funding from outside sources:
 - Our PTSA – who donates \$3000+ each year for purchasing shirts, keeping the event free for all participants.
 - Donations from individuals and local businesses
- c. We always purchase enough equipment to have one full extra lane ready to go, so that if something breaks or gets lost we can continue the games.
- d. We make plans early to borrow or purchase special equipment such as whistles, stopwatches, wireless microphones, air horns, etc.

3. Team Leadership:

- a. Each member of the Executive Board serves as a Team Captain, and also carefully recommends up to three fellow students who would be responsible enough to also serve as Captains.
- b. Once all team Captains are selected, the “Captain’s Packet” is put together. This packet is used for figuring out which team members will participate in each of the five events. By rule, each team member must participate in at least three of the five events. It also contains expectations and role definitions for Team Captains.

4. Arrangements:

- a. We place the Intense Games on the school and district calendar months in advance, getting full support from building administration and the school board.
- b. We always make sure that the gym is cleared of any outside night time activities for the entire week that B.I.G. Night is planned for – to do this, we schedule it in mid-November between athletic seasons. We also clear the gym from afternoon usage on the two nights of competition, so the custodians will have time to set up.
- c. We remembered to remind departing eighth graders before they move on that they could return and participate on next year’s Alumni Team.
- d. We let the high school know when B.I.G. Night is, so that alumni that want to compete or earn community service hours by working as volunteers can find out what is going on.

PUBLICITY:

1. Actively promote student and teacher participation:

- a. We post promotional flyers in hallways and classrooms, and make them eye-catching (who can forget “Don’t miss our 32 inch balls”?).
- b. We maintain a special B.I.G. Night page at our Student Activities website, located at www.BrooklawnSA.org and let everyone know about it.
- c. We preview one B.I.G. Night event for the class competition at our Fall Pep Rally, and include two teachers from each grade on each team.
- d. When we first started B.I.G. Night in 1999, with approval of the Principal we invited the Superintendent and members of the Board of Education to see what was going on.

2. Contact other schools about sending students/teachers to participate

- a. We invite schools already doing similar activities to participate and share ideas, or that may be interested in starting their own Intense Games.
- b. We invite schools that we came to know through NJASC programs, like Standards of Excellence and LTC.
- c. We give presentations at NJASC State Conferences about the Intense Games, to promote them and encourage other schools to participate.
- d. We contact local high schools to invite former Brooklawn students that now attend them, and encourage them to use the website to get more information.

3. Use of a web site as a Publicity tool:

- a. The B.I.G. Night web page is not only used to promote the event, but is a valuable tool to share information and provide documents such as registration forms, especially with students from other schools.
- b. We use Adobe Acrobat to produce event descriptions and registration forms that can easily be downloaded and printed out on your own computer without expensive software.
- c. We ensure that our PTSA knows all about the web page, to encourage parents to get involved.
- d. We have the official school and/or district web sites link to our Student Activities web site and the B.I.G. Night page.

4. Use of the B.I.G. Night Video as a Publicity tool:

- a. The B.I.G. Night video is sold each year, with all proceeds being donated to the NJASC State Charity. We film and produce it in house.
- b. We show segments of this video to groups of students at events such as Orientation, to promote their future participation in B.I.G. Night.
- c. We use this video for promotional purposes and as an integral part of presentations about Brooklawn’s Intense Games, such as the one being given today.

PREPARATION:

1. Shirts and Equipment

- a. We order shirts two months in advance – about 20 for each student team; 50 for each of the Parent/Teacher and Alumni teams; and another 30 for volunteers. Our PTSA donates the funds (\$3000+) to purchase these shirts.
- b. We do a final review of all equipment to be bought or borrowed, and then we get whatever else is necessary.

2. Registration and Team Assignment:

- a. We hand out registration forms through homeroom about one month in advance and allow about ten days for students to get forms in.
- b. We randomly assign teams at first, and then balance them by boy-girl and grade level. Team Captains do NOT have any input, nor do they see the team assignments!
- c. We leave 2-3 spots open on each team for guest schools. This encourages their students to interact with us and discourages them from becoming isolated. We ask them to send names and grade levels of their students at least three weeks in advance.
- d. We hand out Team Assignment packets containing event rules about five days in advance to all registered participants.

3. Captains' Practice:

- a. Done about two weeks in advance, all Captains run through each event as a single team, so that they will be able to coach these events at the team practices the following week.
- b. This is our last chance to discover flaws in the event rules or equipment problems that will need to be fixed before the team practices.

4. Team Practices:

- a. We do these two days in advance – all Thursday teams practice on Tuesday night and all Friday teams practice on Wednesday night.
- b. Captains are responsible for taking attendance and keeping control of their teams, which is a REAL challenge and opportunity to put those LTC skills to work!
- c. The Advisor briefly runs through the rules of each event, and then allows the captains to get their teams together to prepare.
- d. Each team gets only one chance to practice each event. The heats and lane assignments are different from what they will be on B.I.G. Night.
- e. Before each team practice night, we do a final equipment check.

5. Final Arrangements:

- a. We check with the PTSA to make sure enough volunteers are scheduled, and review the different duties (ticket selling, timers/judges, etc.) with them.
- b. We remind our custodians and coaches about when the gym will not be available for practices or games.
- c. We put lane lines on gym floor about a week in advance, and get all borrowed equipment.
- d. We have "runner sheets" filled out and ready to go for each lane.

Garbage Pickers

PARTICIPANTS: 16 **TIME:** Elapsed time recorded, lowest is best

EVENT RULES:

- *Team members must TAKE THEIR SHOES OFF AND WEAR SOCKS for this event, forming a single file line behind the starting cone. At the whistle the first runner will go down to the opposite end of the lane, around the far cone, and return to the center of the lane where a desk and plastic kitchen garbage can with swinging lid will be placed. Inside the garbage can will be 150-200 wooden alphabet blocks. He or she will then carefully reach with one or two hands into the garbage can – without removing or otherwise disrupting the swinging lid – to search for and pick out ONE alphabet block that spells one of the letters contained in the desired phrase: INTENSE GAMES 2010*
- *The runner may only remove ONE alphabet block out of the garbage can at a time. The alphabet blocks used to spell the desired phrase do NOT have to be picked in order. If the alphabet block a runner picks is not needed to spell the desired phrase, it must be returned to the garbage can BEFORE another block can be picked. Once the current runner successfully picks a block and places it onto the desk, he/she must return to the start line and tag the next person to repeat the process.*
- *The letters or numbers used to spell the desired phrase MUST be on one of the two sides of each alphabet block that are painted in color and engraved. No letter or number on the four non-painted, non-engraved sides of any alphabet block can be used at any time. An alphabet block with the letter “O” can be used to represent the digit “0”, the letter “l” can be used to represent the digit “1”, and the digit “6” can be rotated to represent the digit “9”. No other substitutions are allowed.*
- *The object is to correctly spell the desired phrase as quickly as possible. A runner may only place ONE alphabet block on the desk before tagging the next person, who must be behind the start line when tagged. At no time may the lid be dislodged or otherwise disrupted from the garbage can, if that happens, the current runner will not be allowed to pick for or place an alphabet block and the penalty below will be immediately enforced.*
- *The event is completed when the runner who picked the last alphabet block needed to complete the desired phrase makes it back to the team AND the entire team is seated. Only then will the time be recorded. If the desired phrase is misspelled, the last runner must return to the garbage can and pick until he or she corrects the mistake. If more than one letter must be corrected, then the last runner must tag and send out the next-to-last runner to re-pick a second letter. This would continue in the reverse order of runners as long as necessary to correct the spelling of the desired phrase.*

Gutter Ball

PARTICIPANTS: 16 **TIME:** Elapsed time recorded, lowest is best

EVENT RULES:

- *For this event, there will be two groups of eight participants.* The objective is to legally transport six (out of twelve) tennis balls in the start line bucket to the opposite bucket, located about fifty feet away. Each group of eight participants must legally transport THREE of the tennis balls.
- *The eight active participants will form two foursomes, each holding a five-foot long PVC gutter.* Each gutter must have two team members on both sides, and at least one of the foursomes must begin behind the starting line. At the start horn (and after each successful transport) someone who is not holding a gutter will take a tennis ball from the bucket and place it in their gutter.
- *The only way to legally transport the ball is to pass it from gutter to gutter.* The group with the ball in their gutter must roll it out and into the other group's gutter, without allowing the ball to touch the floor or any team member. If the ball touches the floor or any team member, both groups must go back to the starting line and begin again with another ball. The touched ball will be removed by a judge and may not be reused.
- *The group that has the ball in their gutter may NOT move their feet.* Only when they have successfully passed the ball into the other group's gutter may they move ahead and prepare to receive the ball again. If a team member moves their feet while the gutter they hold is in possession of a tennis ball, that ball will be removed. When the groups reach the opposite bucket, they must roll the ball into it and return to the starting line to begin transporting another ball. The ball must stay in the bucket – any ball that misses or bounces out does not count, will be removed by a judge, and may not be reused.
- *Each team must transport six balls from the starting line into the bucket on the opposite side of their lane.* After the first group of eight participants has successfully transported three balls, the second group of eight participants will take over to transport the remaining three. The event is completed, and the elapsed time will be recorded when one of two things happen – six balls have been legally transported to the opposite bucket and the entire team has returned to the start area and is seated OR all twelve balls have been used from the starting bucket, in which case the team is disqualified.

Crazy Cups

PARTICIPANTS: ALL **TIME:** Elapsed time recorded, lowest is best

EVENT RULES:

- *Team members must TAKE THEIR SHOES OFF AND WEAR SOCKS for this event, forming a single file line behind the starting cone. At the whistle, the first person will run down to the opposite end, go around the far cone, and take a single Styrofoam cup from it. They must then place this cup face down inside the marked area in the center of their lane. If a runner knocks the unused cups off the cone, he or she must replace them before adding another cup in the rectangle. Once this cup is placed, they must run back to the start line and tag the next person in line to repeat the process. The next person must be behind the start line when tagged.*
- *The object is to build a six layer (6-5-4-3-2-1) pyramid with the 21 Styrofoam cups. There may never be more than six cups on any one layer of the pyramid, the cups of each layer must be in a straight line, and no other type of stack may be created at any time. At no time may there be a “double cup” – two cups stacked directly on top of each other. Furthermore, a new layer of the pyramid cannot be started until the previous one has been completed.*
- *If during construction all or part of the pyramid should fall, it must be completely rebuilt before any more cups can be added to it. Only the current runner may stack or re-stack any cup already placed in the rectangle – even if they have already placed their cup inside it. All team members not currently running must remain behind the starting cone.*
- *The event is completed when the person placing the last cup on the pyramid makes it back to the team AND the entire team is seated. Only then will the time be recorded. If the pyramid falls before the team is seated, the last runner must go back to rebuild it completely – the clock will not be stopped until it is rebuilt, that runner returns, and the entire team is seated.*
- *A team that intentionally knocks over or otherwise disturbs an opponent’s cup stack during a race or after the conclusion of a heat will be immediately disqualified.*

Hyper Hoops

PARTICIPANTS: 15 **TIME:** Elapsed time recorded, lowest is best

EVENT RULES:

- *Fourteen team members will form a human chain.* The human chain is formed by each participant extending their LEFT HAND BACK between the legs and grasping the right hand of the person behind them. At the horn, the team will carefully proceed down their lane to the center line where they will stop – all without breaking the chain! A ten-second penalty will be added for each line break that occurs while the team is traveling.
- *The coach will then place the hoop over the head of the FIRST person in the chain.* The team must work together to pass the hoop from the first person to the last person without breaking the chain. The coach may not touch the hoop while the team is passing it, and the front and back members of the team may not touch the hoop with their free hands! If the chain is broken while the hoop is being passed or if the coach touches the hoop while the team is passing it, the hoop goes back to the first person and the team starts over.
- *When the hoop reaches the last person in the chain, the coach will remove the hoop.* The team will then carefully proceed to the opposite end of the lane, go around the cone and return to the center line – all without breaking the chain.
- *The coach will then place the hoop over the head of the LAST person in the chain.* The team must now work together to pass the hoop from the last person back up to the first person without breaking the chain. Again, the coach may not touch the hoop while the team is passing it, and the front and back members of the team may not touch the hoop with their free hands! If the link is broken while the hoop is being passed, the hoop goes back to the last person and the team starts over.
- *When this is completed, the coach will remove the hoop and the team will make its way back to the starting line.* When all members of the team are seated, they will have completed this event and their time will be recorded.

Terrible Tubes, Too

PARTICIPANTS: 14 **TIME:** Elapsed time recorded, lowest is best

EVENT RULES:

- *To start, three inner tubes will be placed on large construction cones at the opposite end of the lane from the start line. At the whistle the first pair must run to the opposite end of their lane and remove the three tubes from these cones without using their hands. Once all three tubes have been removed from the cones, the pair must place one inner tube around each of their outside feet and the third around their inner feet. They must then race back to the starting line with their feet inside the tubes. When crossing the start line, they must tag the hands of the next pair.*
- *The second pair now places their feet into the tubes in the same way while BEHIND the start line, and then races with them back toward the cones. Once there, they must remove the tubes from their feet and throw them onto the cones. All throws must take place with both feet behind the end line, which will be marked by small cones. The cones themselves cannot be directly touched by any participant – if one tips over or is knocked out of the lane, a judge will reset it. Once all three tubes have been successfully thrown onto the cones, the second pair runs back to the start line to tag the hands of the next pair.*
- *The third, fifth, and seventh pairs will do the same as the first pair did. They must run to the cones and remove the inner tubes from them using only their feet, then race with their feet in them back to the start line.*
- *The fourth and sixth pairs will do the same as the second pair did. They must place the inner tubes around their feet BEHIND the start line, race with their feet in them to the cones, throw all three tubes around the cones as described above, and then run back to the start line.*
- *Seven pairs will participate in this event. While pairs may help one another, only the active pair may be in front of the starting line. Also, at no time may any pair touch the tubes with their hands between the start line and the end line. A team that has a member violate either of these rules may be assessed a ten second penalty, at the discretion of the judge. Once all members of the team are seated after the final pair returns, the clock will be stopped and the time recorded.*