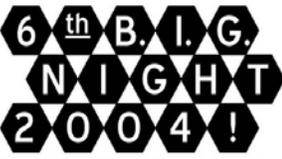
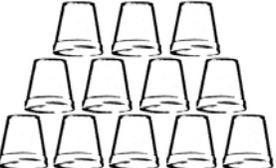


 <p>B.I.G. NIGHT BROOKLAWN'S INTENSE GAMES! 1st Annual - Friday November 19, 1999</p>	<p>I Came, I Saw, I PLAYED at</p> <p>B.I.G. 2...000</p> <p>BROOKLAWN'S INTENSE GAMES 2nd Annual - November 16 & 17, 2000</p>	<p>United we STAND. United we PLAY.</p>  <p>BROOKLAWN'S INTENSE GAMES! 3rd Annual + November 15-16, 2001</p>	<p>Brooklawn's Intense Games</p>  <p>4 FUN - 4 EVERYONE - 4 FRIENDS - 4 EVER 4th Annual + November 21-22, 2002</p>
<p><i>Celebrating</i> 5 B.I.G. YEARS!</p>  <p><i>Brooklawn's Intense Games</i> <i>November 20 & 21, 2003</i></p>	 <p>BROOKLAWN'S INTENSE GAMES Brooklawn Middle School - Parsippany NJ NOVEMBER 11 & 12, 2004</p>	<p>7th Annual BROOKLAWN'S INTENSE GAMES!</p>  <p>November 17-18, 2005</p>	 <p>8th Annual BROOKLAWN'S INTENSE GAMES!</p> <p>Brooklawn Middle School - Parsippany NJ November 16-17, 2006</p>
<p>BROOKLAWN'S INTENSE GAMES</p>  <p>TH ANNUAL</p> <p>PARSIPPANY, NJ - NOVEMBER 15-16, 2007</p>	<p>It's been a great ride for 10 YEARS...</p> <p>Brooklawn's Intense Games!</p>  <p>Brooklawn Middle School Parsippany, New Jersey NOVEMBER 20-21, 2008</p>	<p>BIG NIGHT!</p> <p><i>Brooklawn's Intense Games</i> <i>Brooklawn Middle School ~ Parsippany NJ</i> <i>11th ANNUAL - FEBRUARY 25-26, 2010</i></p>	 <p>BROOKLAWN'S INTENSE GAMES 12TH ANNUAL - NOVEMBER 18 & 19, 2010</p>
<p>A BROOKLAWN TRADITION "LEAPS" INTO ITS' TEENS...</p>  <p>13TH ANNUAL FEB. 29-MAR. 1, 2012</p>	<p><i>Brooklawn's Intense Games!</i></p>  <p>14th annual - November 15-16, 2012 <i>Brooklawn Middle School - Parsippany, NJ</i></p>	<p>Brooklawn's Intense Games!</p>  <p>15th Annual ~ November 21-22, 2013 Parsippany, New Jersey United States of America</p>	

How we turned Brooklawn's Intense Games into a really...

B.I.G. Night!

Brooklawn Middle School Student Council – Parsippany, NJ

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

88th NJASC Convention | The College of New Jersey | January 8, 2014

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 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 an Adult (Parents/Faculty) 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 an Adult (Parents/Faculty) Team.

- 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 selecting two fellow students (eighth graders who have been through our Candidate Training Program but were not elected or appointed) 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.

- 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 while 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.

PLANNING:

1. Research and Review for Events:

- 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 Games
 - NJASC and other State Student Council Conferences
- b. After we participated in these activities, we discuss and review them:
 - Did WE like participating in them and 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 five events take about 2-3 hours to complete.

2. Equipment & Shirts:

- 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.

3. Team Leadership:

- a. Each member of the Executive Board serves as a Team Captain, and also carefully recommends eighth graders who completed the Candidate Training Course but did not get elected or appointed to also serve as Captains.
- b. Once all team Captains are selected, a “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 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 sometimes will include two teachers from each grade on each team.
- d. When we first started B.I.G. Night, we invited the Superintendent and members of the Board of Education to see what was going on and they LOVED IT!

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

- a. We have invited schools already doing similar activities to participate and share ideas, or that may be interested in starting their own Intense Games.
- b. We have invited 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 have contacted local high schools to invite former Brooklawn students that now attend them, and encourage them to use our 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 produce event descriptions and registration forms that can 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 its 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.
- d. We also have used this video to spread the idea of our Intense Games through workshops at such events as the NASC National Conference (for students) and the NAWD National Conference on Student Activities (for advisors).

PREPARATION:

1. Shirts and Equipment

- a. We order shirts about three weeks 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 six weeks in advance and allow about two weeks 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. If we have guest schools coming, we leave 2 or 3 spots open on each team for them. This encourages them to interact with us and discourages them from becoming isolated. We ask any guest schools to send names and grade levels of their students at least three weeks in advance.
- d. We hand out Team Assignments about three days in advance to all registered participants. They can download event rules from our website.

3. 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 skills learned at LTC 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.

4. 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.

15th annual BROOKLAWN'S INTENSE GAMES – 2013

“Balls, Balls, Balls”

PARTICIPANTS: 15 (12 forming a human chain, 1 coach, 2 to carry giant ball)

TIME: Elapsed time recorded, lowest is best

EVENT RULES:

- *The twelve person 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. The first person in the chain will be wearing a large football jersey. At the horn, the coach will direct the human chain to carefully proceed down their lane to the center line...*
- *The coach will give the front member the SMALL BALL, and he/she will then roll it back through the legs of his team to the back member, who then will rush to the front of the chain with the small ball. This member now rolls the small ball back to the new back member, who runs up to the front of the chain with it. The coaches may only touch the ball if it leaves the human chain, and then only to return it to the front member. This process continues until the original first member (wearing the football jersey) has returned to the front of the line. Once complete, the twelve-person chain relinks and travels around the far end cone, returning to the center line...*
- *The front member then must grab the MEDIUM BALL and pass it under his/her legs to the next member of the chain. The second member must then pass the medium ball over his/her head to the third member of the chain. The third member must then pass the medium ball under, the fourth over, and so on until the back member receives it. When the medium ball reaches the back member, he/she brings it to the front of the line and the process continues until the original first member (wearing the football jersey) returns to the front of the line. Once complete, the twelve-person human chain relinks and travels back to the start line. Once the entire chain has crossed, all its members should sit down...*
- *Two other team members will then carry the GIANT BALL back-to-back to the far end cone and return to the start line. Their hands must be locked together at all times, and if they drop the giant ball they must return to the start line and begin again. The elapsed time for the team will be recorded once the two coaches complete this task and sit down with the other team members.*

PENALTIES:

- A ten second penalty will be added for each line break when traveling to and from the center area.

(other event descriptions & rules available at www.BrooklawnSA.org)

15th annual BROOKLAWN'S INTENSE GAMES – 2013

“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. 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 (see penalty below).

PENALTIES:

- If a team member holding a gutter touches a tennis ball with any part of their body, that ball will be removed.
- If a team member moves their feet while in possession of a tennis ball, that ball will be removed.
- Any team that fails to transport six of the twelve tennis balls to the other bucket will be disqualified and receive NO POINTS for this event.

(other event descriptions & rules available at www.BrooklawnSA.org)

15th annual BROOKLAWN'S INTENSE GAMES – 2013

“Crazy Cups”

PARTICIPANTS: All team members

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.*
- *After the final cup is placed on top of the stack, one additional runner must then attempt to “jump the cups”. He or she must run down to the opposite end and go around the cone at the far end of the lane like all other runners, but instead of picking up a cup to stack on the way back he/she must jump over the stack and then head for the finish line. When jumping, BOTH feet must pass over higher than the top level of the cup stack (see penalty below). If none of the cups fall before the jumper crosses the finish line, then their race is completed and the time will be recorded. However, if any cups do fall before the jumper crosses the finish line then he or she must return to the stack and reconstruct it before returning to the finish line and completing the event. He or she, nor anyone else, may NOT attempt a second jump of the cups – which would disqualify their team.*

PENALTIES:

- A team that has any member intentionally knock over or otherwise disturb an opposing team's cup stack during or after the conclusion of a race will be immediately disqualified.
- A jumper that does not have both feet pass over higher than the top of the cup stack will have his/her team's cup stack knocked over by the judge and then he/she will have to restack them.
- Any attempted second “jump of the cups” will immediately disqualify a team.

(other event descriptions & rules available at www.BrooklawnSA.org)

15th annual BROOKLAWN'S INTENSE GAMES – 2013

“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!
- *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, 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.

PENALTIES:

- A ten-second penalty will be added for each line break that occurs while the team is traveling.
- Any team who has their coach touch the hoop while it is being passed, or who has its front or back members illegally touch the hoop with their free hand will be disqualified.

(other event descriptions & rules available at www.BrooklawnSA.org)

15th annual BROOKLAWN'S INTENSE GAMES – 2013

“Terrible Tubes”

PARTICIPANTS: 14

TIME: Elapsed time recorded, lowest is best

EVENT RULES:

- *To start, three inner tubes will be placed on a volleyball pole 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 the pole without touching the pole themselves (this will disqualify their team, except in case of self-defense). Once all three tubes are removed from the pole, 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 to the volleyball pole. Once there, they must remove the tubes from their feet and throw them onto the volleyball post without actually touching the post themselves. Once all three tubes have been thrown onto the post, 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 volleyball pole, remove the inner tubes from it, and 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 volleyball pole, throw all three tubes around the pole, 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 three feet in front of the volleyball pole. Once all members of the team are seated after the final pair returns, the clock will be stopped and the time recorded.*

PENALTIES:

- A team that has a member accidentally touch the pole may be assessed a ten second penalty, at the discretion of the judge. Any intentional pole touch will disqualify the team.
- A ten second penalty will be added to the elapsed time for each time a team member touches the tubes with their hands after placing them around their legs.

(other event descriptions & rules available at www.BrooklawnSA.org)