



**B.I.G. NIGHT**  
**BROOKLAWN'S INTENSE GAMES!**  
 1<sup>st</sup> Annual - Friday November 19, 1999

I Came, I Saw, I PLAYED at

**B.I.G.**  
**2...000**

BROOKLAWN'S INTENSE GAMES  
 2<sup>nd</sup> Annual - November 16 & 17, 2000

**United we STAND.**  
**United we PLAY.**



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

**Brooklawn's Intense Games**



4 FUN - 4 EVERYONE - 4 FRIENDS - 4 EVER  
 4<sup>th</sup> 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

7<sup>th</sup> Annual  
**BROOKLAWN'S INTENSE GAMES!**  
 November 17-18, 2005



8<sup>th</sup> Annual  
**BROOKLAWN'S INTENSE GAMES!**  
 Brooklawn Middle School - Parsippany NJ  
 November 16-17, 2006



BROOKLAWN'S INTENSE GAMES  
 9<sup>TH</sup> ANNUAL  
 PARSIPPANY, NJ - NOVEMBER 15-16, 2007

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

**Brooklawn's Intense Games!**

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



**BIG NIGHT!**  
 Brooklawn's Intense Games  
 Brooklawn Middle School ~ Parsippany NJ  
 11<sup>TH</sup> ANNUAL - FEBRUARY 25-26, 2010

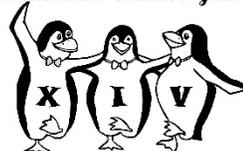


BROOKLAWN'S INTENSE GAMES  
 12<sup>TH</sup> ANNUAL - NOVEMBER 18 & 19, 2010

A BROOKLAWN TRADITION  
 "LEAPS" INTO ITS' TEENS...  
**INTENSE GAMES!**  
 13<sup>TH</sup> ANNUAL FEB. 29-MAR. 1, 2012



*Brooklawn's Intense Games!*  
 14<sup>th</sup> annual - November 15-16, 2012  
 Brooklawn Middle School - Parsippany, NJ



Brooklawn's Intense Games!  
 15<sup>th</sup> Annual ~ November 21-22, 2013  
 Parsippany, New Jersey  
 United States of America



Brooklawn's  
**INTENSE GAMES**  
 16<sup>th</sup> annual  
 November 19-20, 2015

*The events that make Brooklawn's Intense Games a...*

**B.I.G. Night!**

Brooklawn Middle School Student Council - Parsippany, NJ  
 Brooklawn S.A. Website: [www.BrooklawnSA.org](http://www.BrooklawnSA.org)

90<sup>th</sup> NJASC Convention | January 6, 2016

# 17<sup>th</sup> annual Brooklawn's Intense Games

## "Gutter Ball"



**PARTICIPANTS:** 12

**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](http://www.BrooklawnSA.org))*

# 17<sup>th</sup> annual Brooklawn's Intense Games

## "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](http://www.BrooklawnSA.org))*

# 17<sup>th</sup> annual Brooklawn's Intense Games

## "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](http://www.BrooklawnSA.org))*

# 17<sup>th</sup> annual Brooklawn's Intense Games

## "Garbage Pickers"



**PARTICIPANTS:** 12

**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 hands into the garbage can – without removing the swinging lid – to search for and pick out ONE alphabet block that spells one of the letters contained in the desired phrase: **BIG NIGHT 2015***
- *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 can be placed in a bucket next to the garbage can so it is not re-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 can be on ANY side of each alphabet block, not just the colored/engraved sides. 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", the digit "9" CAN be used to represent the letter "G", and the digit "6" CAN be rotated to represent the digit "9" (and thus the letter "G").*
- *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.*

*(other event descriptions & rules available at [www.BrooklawnSA.org](http://www.BrooklawnSA.org))*

# 17<sup>th</sup> annual Brooklawn's Intense Games

## “Blind Catch”

**PARTICIPANTS:** 12

**TIME:** 2 minutes, 30 seconds



### EVENT RULES:

- *One team member will be the “thrower”.* He/she will be blindfolded, and must stand or kneel outside the “neutral zone” (between the two center red lines on the basketball court) and remain in his/her lane at all times. The throwers from the other two lanes must do the same – placed around them will be about two hundred foam balls.
- *The second team member will be the “coach”.* The coach must also remain in his/her lane at all times, but may enter the neutral zone only to kick balls out of it and toward the thrower. Most importantly, the coach may absolutely NOT touch the thrower at any time. His/her job is to direct the thrower on where to pick up and throw the foam balls.
- *The remaining ten team members will be the “catchers” and hold a large tarp.* They must begin behind the start line, and when the horn sounds they will move up the lane – but may not have their feet enter the neutral zone at any time. All catchers must keep BOTH hands on the tarp at all times and may not leave their lane. Their job is to catch the foam balls thrown at them without losing the ones they already have.
- *The object is to catch and keep as many foam balls as possible in the time allotted.* Any ball that lands inside the tarp of any opposing team will count for that team, regardless of who threw it.
- *The thrower may NEVER be in possession of more than one foam ball.* The coach may not touch a foam ball, except to kick them out of the neutral zone as specified above.
- *The catchers must work together to keep all foam balls in their tarp and off the floor.* The tarp itself may NEVER touch the floor – if it does, ALL balls are removed! Any foam ball that falls off the tarp and touches the floor also will not count. None of the catchers may let go of the tarp at any time to save a ball, since both hands must be kept on the tarp at all times. However, balls may be deflected off the body of any catcher into the tarp.
- *The thrower has 2:30 to throw as many foam balls as they can into their team’s tarp.* When time has expired, all foam balls legally remaining in the tarp will be counted and scoring will be done as specified above.

### PENALTIES:

- A ball will be removed from the tarp if any catcher lets go of the tarp with either hand at any time.
- Balls will be removed if the thrower or any catcher enters the neutral zone, and will continue to be removed until they leave the neutral zone.

*(other event descriptions & rules available at [www.BrooklawnSA.org](http://www.BrooklawnSA.org))*

# 17<sup>th</sup> annual Brooklawn's Intense Games

## "Terrible Tubes"

**PARTICIPANTS:** 14

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



### EVENT RULES:

- *To start, three inner tubes will be placed on two large construction cones (1 or 2 on each) 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. Both cones must have at least one tube thrown onto them; neither cone can receive all three tubes. 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. 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 tubes with their hands while trying to remove them from the cones may be assessed a ten second penalty, at the discretion of the judge.
- 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](http://www.BrooklawnSA.org))*

# 17<sup>th</sup> annual Brooklawn's Intense Games

## "Teed Off"

**PARTICIPANTS:** 15-20

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



### EVENT RULES:

- *The team lines up side by side in a straight line, interlocking their arms together to form a chain. They must remain in a straight line. There will be one coach, who is not part of the chain and therefore is free to move along it.*
- *The person at each end of the chain will get a ping pong ball and golf tee. They should place the ping-pong ball on the tee, and can only touch the tee or the ball – NOT both – at one time.*
- *At the whistle, the task is to pass each ping-pong ball and tee toward the center of the line as quickly as possible, without allowing either ping-pong ball to separate from its respective tee.*
- *If a ping-pong ball separates from its tee, then the ping-pong ball and tee must go back to the end of the line where they originally started. The coach is responsible for getting the ping-pong ball and tee back to that person so he or she can start passing them again toward the center.*
- *Once a team has their two ping-pong balls and tees cross each other, the time will be recorded. They may cross each other anywhere in the chain; it does not have to be in the exact center. Therefore, it is OK if one side of the chain is able to pass their tee and ball more quickly than the other.*

*(other event descriptions & rules available at [www.BrooklawnSA.org](http://www.BrooklawnSA.org))*