



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



PARSIPPANY, NJ - NOVEMBER 15-16, 2007

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

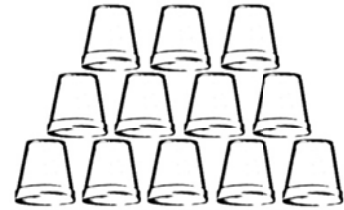
Brooklawn's
Intense
Games!

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



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 - Parsippany, New Jersey

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

Region 2 Conference | Canandaigua, NY | April 8-10, 2011

Why do we have BIG Night?

- To raise money for the NJASC State Charity, through admission tickets and video sales
- To promote communication and teamwork within our school
- To have FUN!

How do we prepare for BIG Night?

- Each member of Brooklawn's Executive Board is a captain, and chooses a color/team
- Two additional eighth graders are chosen to be the 11th and 12th captains
- Flyers, announcements, notify the high school

How do we promote BIG Night?

- We make announcements
- Post flyers around the school
- Registration forms posted on www.brooklawnsa.org
- Crazy Cup race at Fall Pep Rally

How do we get people to participate in BIG Night?

- It's a well-known event at Brooklawn, a tradition families look forward to when coming here
- It's free to play, PTSA donates money to pay for the shirts
- Lots of alumni in high school and even college come back to play

Other important information

- There are Alumni, Teacher and Parent teams
- Teams practice either Tuesday or Wednesday night, compete Thursday or Friday night
- The advisor runs the practices, but the actual event is run by the Executive Board
- The advisor shoots and produces the video, which we sell for \$10.00 each to support the State Charity.
- Events are changed or new events are added, usually one per year

Topics of discussion:

- Are there any events like this in your school?
- Do you have any new game ideas?
- Do you have any ideas to modify the current games?
- Any other questions about BIG Night?

Blind Catch

PARTICIPANTS: 12

TIME: 2:30, most balls collected will win

EVENT RULES:

- *One team member will be the “thrower”.* He/she will be blindfolded, and must stand or kneel outside a “neutral zone” 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. 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. 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. Balls will be removed from the tarp if any catcher lets go of the tarp with either hand at any time. 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, and 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 balls in their tarp and off the floor.* The tarp itself may NEVER touch the floor – if it does, ALL balls are removed! Any 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. When time has expired, all foam balls legally remaining in the tarp will be counted.

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

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.*
-