Ice Breakers 6.0

Event Report

The Sports Committee of Symbiosis School of Banking and Finance organized the lively and interactive event "Ice Breakers" to mark the beginning of the new academic session on 7th July, 2025. Designed to foster camaraderie, the event provided a platform for seniors and juniors to connect, communicate, and feel more at ease with one another in a fun-filled environment.

Sports have always played an integral role in a student's life, contributing significantly to both physical and mental well-being while also helping manage academic pressures. Recognizing the importance of sports in enhancing student life, the Sports Committee of Symbiosis School of Banking and Finance organized one of the most anticipated events of the year – Ice Breakers. The primary objective of the event was to encourage interaction between the junior and senior batches and to truly "break the ice" by creating a welcoming and engaging atmosphere.

- **List of activities conducted:** The day began with an introductory note by the Sports Committee members. Following this, rules for the games were explained. The faculty members of SSBF took over the field for the games to inaugurate the event. The activities unfolded in the said manner:
  1. Could I be Passing any Faster?
  2. Pivot, Pivot, Pivot!
  3. Sip Happens
  4. Treasure Hunt

- **Opening Ceremony:**
  The opening ceremony commenced with great enthusiasm and a warm welcome to all attendees at AH3. Distinguished guests, participants, and organizers gathered to mark the beginning of the event Ice Breakers 6.0. The atmosphere was filled with excitement and anticipation, setting a positive tone for the activities ahead.

- **Events:**
  The games "Could I be Passing any Faster?", "Pivot, Pivot, Pivot!" and "Sip Happens" took place in AH3, Vimarsh and Nivesh simultaneously, and was moderated by the members of Sports Committee. The evening ended with a campus wide Treasure Hunt, turning out to be the most exciting activity of the game.

There were a total of **266** student participants in the event, out of which 99 were Seniors and 167 were juniors. The participants were divided into 19 total teams consisting of 13-14 players each. These teams went head-to-head in all the games to win a position on the podium. The games went as follows:

1. **Could I be Passing any faster?**
   This event was conducted in AH3 where 3 teams competed against each other to eliminate the others and advance to the next round. Here, the team members were asked to stand in a straight line, one behind the other, with a paper cup in each player's hand. The game started with the player first in line with a plastic ball in their cup. The objective of the game was to pass the ball from the first player to the last player only using the cups without dropping. The team to pass the maximum number of balls in 3 mins was declared the winner.
   Winner of the Game: Team I

2. **Pivot, Pivot, Pivot!**
   This event was simultaneously conducted in classroom Nivesh, where all teams were individually trialed on time. The game's objective was to pass the ball from the first player to the last player in the team using a piece of cardboard. The team with the highest number of successful passes of the ball in 3 minutes wins the game.
   Winner of the Game: Team S

3. **Sip Happens!**

This event was simultaneously conducted in classroom Vimarsh, where all teams were individually trialed and a winner was selected on the fastest time. The game's objective was to pass a cup from the first player to the last player using straws in the lowest time possible. The straws were held in each player's mouth, and the use of hands was prohibited. The team with the fastest time was awarded.

Winner of the Game: Team C

4. Treasure Hunt

   A campus wide Treasure Hunt was conducted on the Hill Top campus of SIU. Clues were given for places on the campus. The first clue was given to every team in AH3 with led them to the next location. On every location of the treasure hunt, the teams needed to complete a task to get the next clue and proceed the hunt. Teams competed against each other and the team to collect all 8 clues and reach the final location, the Basketball Court, was crowned as the winner.

   Winner of the Hunt: Team C

   Runners up of the Hunt: Team H

- **Prize Distribution and Closing ceremony:**

  After the completion of all events, the prize distribution was conducted in the college's Basketball Court. All participants gathered here to cheer and celebrate the win of the teams that bagged the podium. As the evening came to a close, the fun resonated in the minds of all, serving as a beacon of encouragement for future endeavors. With the ceremony concluding, the spirit of camaraderie and achievement remained strong, promising even greater accomplishments in the years to come.

- **Organizing committee members:**