



Games and Sports Council
Students' Gymkhana
IIT Kanpur



End-Term Report 2021-22



Presented by:

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*General Secretary, Games and Sports
Students' Gymkhana, IIT Kanpur*





CLUBS AND SOCIETIES

Adventure Club

1. Adventure sports club organized NEA 2.0 this semester in which more than 200 students, staff and faculties were registered.
2. NEA 2.0 was an extended version of the NEA 2020 event in which we included various activities like daily online exercise workout, yoga, meditation and boxing sessions each week in both morning and evening sessions.
3. Around 35 people from the morning and evening session participated with remarkable attendance throughout the entire event which shows quite a success of the event.
4. Organized a freshers event "INTO THE WILD" for the 2020 batch in which Y20 PG participated with great enthusiasm and they created impressive itineraries for trekking in various regions of Himalayas.
5. In collaboration with the bicycling society we organized a two weeks conditioning workshop for the PAN IIT cycling event in which IITK performed great.
6. The club is preparing people for treks and cycling which is planned to be organized after the end of semester (May 6th-15 th, 2022).
7. The club has planned treks and cycling expeditions:
 - Rupin pass
 - Sar pass





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- Har ki dun
- Cycling Shimla to Manali

8. For the physical and mental preparation for the above mentioned expeditions the club has started conditioning sessions from March 3, 2022 in which around 100 people are coming regularly for their fitness.

9. As a part of conditioning the Adventure club has already organized 4 km, 5 km and 8 km cross country runs. A 10 km cross country run is planned on 16th April, 2022.

Chess Club

ONLINE :

1. The club has worked collaboratively with other IITs organizing bodies on conducting successful major tournaments like U-21 National Chess League, Quarantine Chess tour.
2. Currently having discussion with other chess clubs and external chess platforms like wow chess for future collaborative actions.
3. The club has successfully connected the Chess.com India association for future assistance with streaming and hosting setups & All India Chess Federation (AICF) for hosting any official FIDE tournaments in campus.
4. Launched major flagship event "IITK Super League/Clash of Champions"
5. Taken initiatives to livestream the tournament finals with game commentary.
6. Structured a proper roadmap of this tournament for upcoming times.





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7. Channelized Insta, FB & Discord handles in a synchronized way to reach student community more efficiently.
8. Conceptualized Chess club logo and launched final design.
9. Initiatives to encourage the members to showcase their chess creativity and publish the best selected ones on official Chess.com blogs.
10. Hosted 2 day-long Freshers' event for both Y20 & Y21 individually.
11. Rejuvenated the usual freshers' tournament with inclusion of Swiss round & live quiz.
12. Inaugurated Chess Club major Flagship Tourney
13. Unveiled Chess Club LOGO Design.
14. Official club merchandise in progress.
15. Boost in club's online presence & digital footfall.

OFFLINE :

1. Resumed regular club activities and tournament with proper norms which witnessed a very enthusiastic response with 80+ participants.
2. Arranged 3-day long Udghosh Team Qualifier tournament and formed new official IITK Chess Team of 10 members.
3. Co-operated with the Udghosh organizing body to host and structure the whole event.
4. IIT Kanpur Chess Team clinched the first spot with a befitting unbeaten streak in the recently hosted UDGHOSH tournament.

BUDGET :





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Utilized approx. 40% of the budget for yearly Diamond membership Subscription & Lifetime course access.

Skating Club

- FRESHER EVENT:

We asked students to upload a maximum 30 seconds video in which they can show their skills and enthusiasm towards skating. The winner was awarded with his video posted from our club facebook page.

- VIDEO SERIES TIMELINE:

Tutorial 1: Basics of roller skating-I

Tutorial 2: Basics of roller skating-II

Tutorial 3: Crossovers and Backward Scissors

Tutorial 4: Spinning

Tutorial 5: Two Foot Spin

Tutorial 7: Brackets

Tutorial 8: Strut and Pose

Tutorial 9: Rocker Turns

Tutorial 10: Counter Turns

Tutorial on Tips that will make you a better skater

Tutorial on Skating exercise before/after you skate

- Conducted online orientation for Y21.





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- Conducted offline skating workshops for the entire campus junta with 100+ participants.
- Issued more than 50+ skates on a weekly basis

BUDGET : Repaired and purchased skates of Rs 12000.

Shooting Society

- Created Instagram page for the Club
 - Created and published a poster series called “Introduction to different types shooting competitions”.
 - 5 posters dealing with topics such as History, types, and details of different shooting competitions have been shared up until 31st December 2021.
 - We now have 90+ followers as a result.
- Facebook page for the club
 - Through engagement with the community, the club has increased the number of followers by 200, making the current count 1.6K followers.
- A workshop at a nearby shooting range was successfully organised. ○ The workshop had a total of 40 attendees. ○ The workshop covered the basics of stance and pistol & rifle handling. ○ Participants were also given the opportunity to shoot 20 rounds and were graded on how well they performed.

Taekwondo Club

Activities conducted:-

1. **Taekwondo summer camp**: Three-month (May – July) camp was conducted on online mode from Monday to Friday 6:00 pm





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to 7:00 pm. This camp was registered by new students. So traditional taekwondo lessons were taken to teach various kicks, blocks and attack techniques.

Total number of registered students: 20

2. **Flagship event:** This was a 3-day event (Break the shackle, June 26th-28th) free of registration fee. It was conducted online with the intension of giving some ideas of what we learn in our club to the student community and to motivate them to join our club. That event was taken by club coordinators where basic kicks, hand movements to block and attack and some self-defense techniques were taught.

Total number of Participated students: 10

3. **Color Belt promotion test:** Color belt promotion test was held on 15th July online mode. Total number of students participated: 7
4. **Y20 fresher's competition- Ranbhoomi:** To welcome Y'20 batch and to encourage them Taekwondo club gave 4 challenges in Y20 fresher's competition. Challenges are continuous punches, High Kicks, Crunches and finger push-ups.

Number of participants: 12

5. **Regular taekwondo class for 1st Semester:** Regular classes for the first semester were taken online mode (Mon-Fri; 6:00 pm to 7:00 pm). Class activities include warm up exercise (15 mint) to develop flexibility, fitness and body strength which was followed by traditional taekwondo lessons (kicks, blocks, attacks and poomsae).





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Total number of registered students: 15

6. **Demonstration video on 15th August:** On 15th August, the demonstration video was prepared. Club students along with our coach participated here. It includes various kind of high and jump kicks, breaking of tiles & bricks and poomsae.

7. **Color Belt promotion test:** Another color belt promotion test was held on 8th September online mode.

Total number of participants: 6

8. **Flagship event:** Second phase of the flagship event was conducted from Oct 1st- 3rd. It was intended for only new students. So basic kicks, hand movements to block and attack and some self-defense techniques were taught.

Total number of Participated students: 12

9. **Taekwondo Winter camp:** This winter camp was conducted in offline mode on the ground only for December month.

Total number of registered students: 32

Second Semester:

10. **Regular taekwondo class for 2nd semester:** Regular classes for the first semester were taken offline mode (Mon-Fri; 6:30 pm to 8:00 pm). Class activities include warm up exercise (15 mint) to develop flexibility, fitness and body strength which was followed by traditional taekwondo lessons (kicks, blocks, attacks, poomsae and fighting).

Total number of registered students: 74





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11. **Color Belt promotion test:** Color belt promotion test was held on 4th March offline mode.

Total number of students participated: 32

12. **Free Self-defense workshop for women:** Two days self-defense workshop for women (free of registration) was conducted on 30th and 31st March.

Total number of participants: 15

Ultimate Frisbee Society

Event Name - Frisbee 101

Steps taken are :

1) Accelerated the social media outreach of Facebook & Instagram pages of Ultimate Frisbee Society.

2) Uploaded tutorials for the basic throws, game rules, best game snippets, as well as interesting trick shots by YouTubers like Brodie Smith, etc. on the facebook page.

3 To promote the game among the IITK community further, we also uploaded videos of external & internal Ultimate Frisbee games.

The below events were conducted for Y20 & Y21- both new to the sport.

GC: According to GC timeline (June)

Event 1:

FITNESS EVENTS-





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An event was organized related to general fitness & some specific attributes/skills for our sport. For eg- We focussed on Speed, Stamina, etc.

Examples are - the Yo-yo test (Speed, Sharp turns), Skipping (Agility, quickness of feet), etc.

For eg- The Yo-Yo test in a competitive manner would involve the element of time- Whoever finishes the standardised test (4 iterations of 10m each) first is awarded more points, others less points, and so on.

Skipping in a competitive manner would involve doing the most number of skips in a single minute without interruptions. Of course, there'll be checks to see that there is no cheating.

Event 2: Fresher's event

Ultimate Test

Showing clips of games & identifying whether the play is correct or foul or complete or not & other such things. This will give a better idea to the players on what is allowed & what is not & also provide better creativity & ideas to the players to think about strategies- based on what's allowed & what's not. This is especially important for Y20s & Y21s, since they haven't really seen the real-life game up close, mainly highlights & basic rules. This was kept in a treasure hunt format. The participants provided them links to such clips & asked for their responses via Google forms. Those who gave correct answers can advance to the further rounds in a point-based system.





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MnP - GnS Collaborative event

We also created and sent MCQ and video-based questions related to Ultimate Frisbee for an MnP-GnS collaborative event for all Y20 and Y21 students. However, the event was unfortunately not conducted by either of the cells finally for unknown reasons.

Disc Space

During the COVID lockdowns in the online semesters, we also introduced a new form of maintaining the enthusiasm & nostalgia among the Ultimate Frisbee players (both new & previous players) through a new online game - Disc Space.

Budget Distribution:

- Discs: $5 * 1199 + 180 = \text{Rs } 6175$
- Cones: Rs 378

Total = Rs 6553

After having a look at the response of the campus community, the events' success and the situation of the COVID pandemic, further steps are to be taken.

OFFLINE

All these components were conducted in the offline mode, expected to be in the Jan 2022- May 2022 period.





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- ❖ Regular practice sessions with seniors on weekends where we played, learn & practice (The best way to learn all aspects of the game is to play it, this is the most enjoyable & fun part too)
- ❖ We also conducted a workshop, where the seniors and the current leaders introduced the game to all interested newbies. We saw excellent participation in the workshop, and we continue to mentor and groom other new players, in our regular practice sessions.
- ❖ To encourage future participation & enthusiasm in the sport, we looped in the new entrants into our Whatsapp groups for updates regarding future games & workshops

Boxing Club

Training: Regular boxing training sessions 6-8 pm and sparring. 5 constant people and 10 visitors who came for one week. Focus on shadow boxing, drills for combos and endurance training. Exercise of core and shoulders for strength and twitch muscles to improve reflexes.

Online mode: Prepared a Boxing tutorial series for beginners using Internet resources for facebook group and conducted two online training sessions. A joint session with adventure club for fitness.

Challenges: Due to covid restrictions we were unable to get good strength of students despite this we hope for relaxation in these situations. As boxing is not sport which can be efficiently taught via a zoom call it was difficult to teach new people who were interested in boxing and had to use online resources for making the tutorial series.





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Shelter: Workshops and practice sessions were organised in open and bags were to be brought out of the store and hanged.

Climate: Due to winters the timing was set at evening from 6 to 8pm the weather was pleasant most of the time. But in case of rain it gets muddy and we are not able to conduct practice sessions.

Required Shade/Hall/Arena: We urgently need a hall for boxing purposes. We have equipment which are sufficient for 10-15 people but they also getting very old and because we are not allocated any money for consecutive 3 years. At present only 3-4 people can be engaged at the same time. A boxing coach is also needed and new equipment for better training and guidance so that our society could grow.

BICYCLING SOCIETY

EVENTS CONDUCTED TILL 31ST DEC

- **CYCOHOLIC CLAN**

A two-day competitive event for Freshers on 8 & 9 August. It included two events:

Pedal crunch - Cycling event

Wheel Deal – logo design

- **CYCLING ON GANDHI JAYANTI**

Cycling inside the Campus on occasion of Gandhi Jayanti.

- **PAN IIT KICK OFF EVENT**





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It was conducted from October 11 to October 17. As many as 15 IITs had participated in this. IIT Kanpur bagged the first position in overall category.

- **PADDLE FOR UNITY**

A virtual cycling event held on October 31 on Unity day. The event had different categories of competition.

- **VIRTUAL CYCLOTHON**

A virtual cycling event for one week from 20th to 26th December. It aimed to create health awareness and preparation for Pan IIT main event.

- **CONDITIONING CAMP FOR PAN IIT**

An offline conditioning camp for the preparation of PAN IIT cycling camp started from December 30. It was conducted in collaboration with Adventure Sports Club.

- **PAN IIT Main Event**

We had maximum registration for this event from IIT Kanpur(around 160). The event held between 3-7 Jan 2022.

- **A Trip to Bithoor**

Organized a trip for campus community to bithoor (brahmavart ghat). Around 150 people joined us for the trip.

- **Spardha (Sports fest IIT BHU)**





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Taking part in virtual cycling event of Spardha(IIT BHU Sports Fest).
It will be conducted on 12 April - 16 April virtually.

Archery Society

SOCIAL MEDIA

1. Accelerated the social media outreach of the Facebook page of Archery Society.
2. Uploaded regular content, tutorials for the basic archery domain on the Facebook page of Archery Society.

PASSING THE TORCH

Created and presented a Presentation for the farewell of previous archery society leaders.

GnS INTRODUCTORY SESSION

Created and presented Presentation for GNS orientation for the arrival of Y21, giving a brief introduction.

Budget Distribution:

- None used in online mode

e-Sports Society





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Valorush:

Associated Game: Valorant

Timeline: June 2021

Participation: 250+participants

Collaborator/Sponsor: Auzeka (Esports Fight Club)

(Generated sponsorship worth 10k)

Prize Pool: 3000

Remarks: First Event, Generated sponsorship revenue worth 9400, successfully promoted esports fight club's gaming platform with 250+ registrations on their platform, successfully live streamed the event with 2500+ viewers

BGMI Fun customs:

Associated Game: BGMI

Timeline: July 2021

Participation: 80 participants

Ranbhoomi(GNS council Event) :

Associated Game: CODM, CSGO Timeline: End of July 2021

Participation: 100 (from 6 Pools/Halls)

Collaborator/Sponsor: GnS IITK

Prize Pool: Inter Hall Competition





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Remarks: Successfully organized the inter hall esports competition, trials organized to select the teams for each hall pool battling for victory!

Rocket League Tournament:

Associated Game: Rocket League

Timeline: August 2021

Participation: 25+participants

Prize Pool: 500

Remarks: Successfully organized and live streamed the first rocket league event of the society.

Inter IIT eSports:

Associated Game: BGMI, Valorant, CODM

Timeline: Oct 2021

Participation: 10+ IITs

Collaborator/Sponsor: 10+ IITs

Remarks: Brought 10+ IITs together for an Inter IIT Esports Tournament, Selections organized in each IIT to select their best team who would battle for victory

IITK BGMI League

Associated Game: BGMI Timeline: Oct 2021

Participation: 250+participants





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Collaborator/Sponsor: Magician Esports (Streaming Partner)

Prize Pool: 2000

Remarks: An event exclusively for IITK junta, enormous participation despite being an intra college tournament, Magician Esports signed as the official streaming partner for the event, successfully casted the tournament with 1500+ viewers

Gamers Odyssey

Associated Game: CODM,CSGO

Timeline: Oct 2021

Participation: 250+participants

Collaborator/Sponsor: IT Kharagpur

Prize Pool: 4500

Remarks: Collaborated with IITKGP Gamers Hub to organize an inter college Esports competition in CSGO & CODM, got the event sponsored and funded through alumni, the event was live streamed including an exciting showmatch between the official CSGO teams of IITK & IITKGP

The Winter War:

Associated Game: BGMI, Valorant

Timeline: End of Dec 2021

Participation: 300 participants

Career in Indian Gaming: Esports Career Session :





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Timeline: 15 Dec 2021

Participants: 100+ participants on live zoom session

Conducted By: Fragnow

Inter College BGMI Tournament (ICET 3.0) :

Associated Game: BGMI

Timeline: 7 Feb 2022-13 Feb 2022

Participants: 200+

Collaborator/Sponsor: Fanclash

Remarks: Collaborated with one of the biggest Esports conducting platform to conduct a tournament with Prize Pool worth 50000

Logo: Created a new logo for society

Social Media Handles

- Created social media pages of the society:

Instagram:460+ followers

Facebook page:800+likes

Discord Server:500+ members

- Created a YouTube channel for live streaming of events currently having 185+ subscribers

Card and Board Games Club

The following events were conducted by the CBG club online :

1. Freshers event for y20 (Ranbhoomi)





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Date : 11th and 12th August, 2021

Conducted two events - Covidopoly and Catan. Received a participation of 25+ students in each event.

2. Gartic Phone

Date : 3rd October, 2021

Conducted the event 'gartic phone' and it was really successful. Had a participation of 35+ students and received really positive feedback for the event.

3. Freshers event for Y21

Other initiatives :

1. Made a new instagram account for the club
2. Purchased and tested latest games on board game arena

COUNCIL EVENTS

1. WIN India 2.0

After last year's successful conduction of WIN India 1.0, we launched the second version of the Pan IIT WIN India movement and saw even more active participation. Win India 2.0 was a





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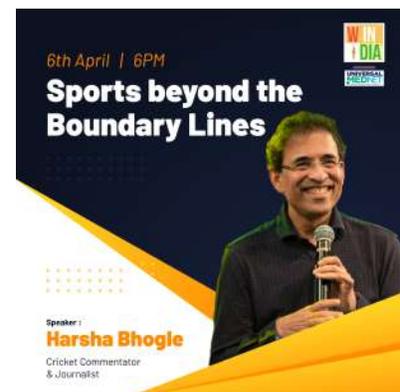
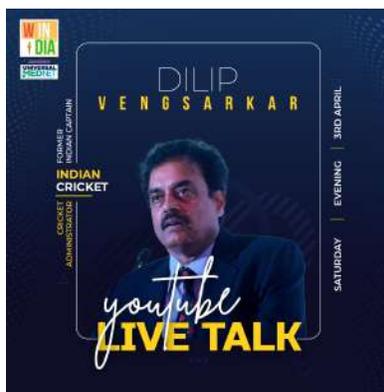
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sporting extravaganza comprising numerous events like Esports, Walkathon, Cyclothon, Chess, Quizzical, various talks, and workshops, to get the IITK junta pumped up. It saw the participation of over 5k participants across the nation from the 3rd to the 6th of April. The major events conducted at that time are as follows:

Talks- Numerous talks by imminent speakers were conducted that involved:

- Through the Covers - Mr. Dilip Vengsarkar (Former Indian Cricketer)
- Uprooting Bamboos - Mr. Devendra Jhajharia (Paralympic Javelin Thrower)
- Sports Beyond the Boundary Lines - Mr. Harsha Bhogle (Cricket Commentator)



Workshops- To cater to the diverse interests, following workshops were held:





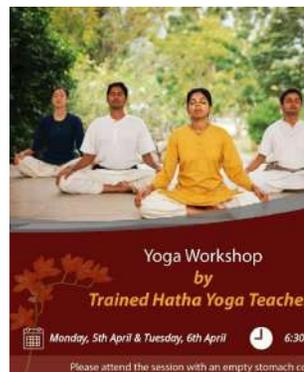
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Sports Analytics Workshop in association with Mad About Sports
MediITate- Yoga workshop with Isha Foundation

Boxing Workshop in association with Calib's Boxing Club where topics like enhancing reflexes with easy daily workouts, controlling breathing in all extreme situations and self-defense moves to help with agility etc were taught.



Competitions- Apart from non-competitive sessions these events were also held:

Game On: CODM and Valorant tournament was conducted in association with Fanclash with a prize pool worth Rs. 40,000.

Quizzical: Sports Quiz powered by Universal Mednet was conducted.

Rook and Roll: Chess tournament powered by Wow Chess with a prize pool of Rs. 35,000.

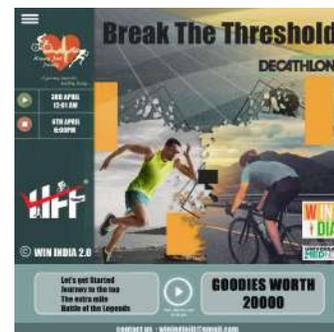
Break the Threshold: This event allowed participants to run/walk/cycle as much as they wanted.





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IPL Fantasy League



The event put together the fun of IPL, however sadly cut short by Covid, with the fantasy of mixing up our favourite players into the players fantasy teams. It saw the participation of around 300 players. The event lasted for seven days beginning from 19th April to 26th April.





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Social Media Series

Initiated social media initiatives like Know your Sportstar Season 2, Olympics and Paralympics Analysis, National Sports Awards Analysis, etc. to increase the reach of the council by 50% amongst the community.

Passing the Torch

Over a span of 3 days, the outgoing captains, secretaries, coordinators, and council team members of the outgoing GnS Council will be gratefully bid farewell and the incoming position holders will be handed over the charge.

Ease of Online Access

The GnS website was revamped and the UI entirely redesigned by Sweta Kumari(Web Secretary, GnS Council Core Team) and the sports facilities booking portal was set up by Sahil Singh(Web Secretary, GnS Council Core team).

Talk Hour With Mimansa Singh Tanwar

The Games and Sports Council organised a live zoom QnA session with Ms. Mimansa Singh Tanwar, a clinical psychologist with the Department of Mental Health Behavioural Sciences Fortis Healthcare. She is a Cognitive Behavioural Therapist working in the clinical space. She has been a speaker at various national and international forums on issues related to mental health and is a TEDx speaker.

Food to Fitness by Biomarked





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The Games and Sports Council organised "Food to Fitness", a nutrition webinar to help out the junta to get on to healthy eating habits and thus to a better lifestyle. The session was addressed by IIT alumnus health advisors Mr. Piyush Agarwal, Mr. Prempal Singh, and Ms. Shrutika Yeola from Biomarked, a community of passionate nutritional advisors.

Fantasy League 2.0 WTC

The Games and Sports Council organised the WTC Fantasy League IITK, in association with the Ballebaazi platform, a contest where you get to form your fantasy league teams and hope that the players you put your hopes on perform well. Total prize pool was Rs.5000. A sponsorship worth Rs. 10,000 was brought for this event.

One Spirit Yoga

On the occasion of International Yoga Day, the Games and Sports Council organised an exciting talk by Akhilesh Parmanu, from the Art of Living Foundation. The online session focused on the importance and impact of Yoga in all our lives.

Ranbhoomi

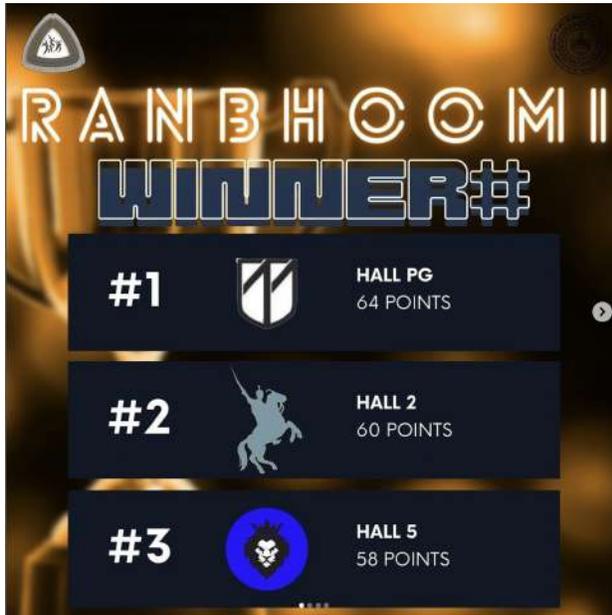
Games and Sports Council organised RANBHOOMI 2021(fresher's events for UG Y20 & PG Y20). The tournament was for Y20 students and consists of various competitions across different sports among the six pools, namely UG Y20 students- Hall 2, Hall 3, Hall 5, Hall 6, Hall 12, and PG Y20. The cumulative score of the pools across all the events decided the ultimate winner.





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Zumba Sessions

The council organized live Zumba Sessions with Sucheta Pal - Zumba Ambassador & Coach with Team FITASTIC. Zumba Sessions were organised from time to time and saw overwhelming participation from students across the student community.

Fit India

Over the span of 7 weeks, a Fit India initiative was undertaken by the Games and Sports Council, IITK. In this programme, the coaches of IITK guided and mentored the participants week by week, with targets for each week. It was structured to be beginner friendly and easily achievable from the comfort of the participants' home yet helping the participants stay active. Certificates and prizes were given out for the weekly, daily or event-wise achievers.





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FIT INDIA FREEDOM RUN 2.0
FINAL RESULTS

RUNNING

CATEGORY:

AGE 12-18 RESHAWN VISHWAKARMA DEVANSHIKA DUBEY

MALE ARVIND KR VARTIYA VIJAIANAND S K MAGNESH BHENDALE

FEMALE KHUSHI GAUTAM BISWAJITA PANDA ARCHI GUPTA

CYCLING

CATEGORY:

AGE 12-18 SHWETA VISHWAKARMA SHARIB ATHAR

MALE RAVI CHANDRA VIJAIANAND SK PATNANA VENKATARAMANA

FEMALE SHAMBAVI DUBE GARIMA GIRI

ALUMNI SPECIAL MENTIONS: JASWINDER SINGH, THANYA BALASUBRAMANIAN

Congratulations to all the Participants!

CONSISTENT EFFORTS BY: ANKIT TEWATIA, SANKET GARG

Orientation & Brochure

Online orientation for both PG and UG students was conducted along with the formation of a GnS Brochure.

Power of Fitness Webinar

One of our IIT Kanpur alumni, Ayush Soni has started an online fitness platform 'RANTHRA' which provides a holistic approach to fitness and helps people transform themselves. The council in collaboration with





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Ayush organised this webinar that saw participation in great numbers from the student community.

Gymnasium Workshop

The Games & Sports Council organised a Gymnasium Workshop - an offline workshop for Gym enthusiasts, with an aim to help the student community with the basics at Gym regarding general equipment handling and custom fitness strategies for each participant. Strategies for both "weight gain" and "weight loss" categories along with transformation tips were covered.

The workshop was conducted in 2-3 slots of 2 hours each. Each training slot was monitored by Coach Kuldeep Sir. The offline workshop was followed by some online gym tutorials and sessions on diet and nutrition as well. The workshop witnessed the participation of 60+ students.

Career in e-Sports

The Games and Sports Council organized an amazing and imperative talk session on Career in E-Sports, presented by FRAGNOW, an eSports start-up by an IIT Guwahati alumnus. (Website : www.fragnow.in)

Fitness, Diet and Nutrition Seminar

The Games and Sports council organized a session on Fitness - Diet and Nutrition by National Fitness Physique Medallist, Mr. Soumarup Bhattacharyya. The session was hosted live by renowned State Power-lifting Medallist and ACE certified fitness expert. Soumarup has





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also been a part of IITKs legacy by being the Mr Inter IIT and Inter IIT Gold Medallist.

Sports Cryptic and Scavenger Hunt

For the fresh start of the semester for Y21, the Games and Sports Council organized team events including a Scavenger Hunt and a Sports Cryptic Hunt. The details for the events were as follows –

SCAVENGER HUNT

They were given a list of thirty items and they needed to send photos of as many items as they could in the given limited time.

SPORTS CRYPTIC HUNT

There were a certain number of clues/questions related to different games and sports given to the participants. They needed to solve those clues successively in a given interval of time.

Eat More and Lose More(Webinar)

The council organized an enlightening session 'Eat More & Lose More' by an evidence-based fitness influencer, Mr. Ojasvi Rajput. By the end of the session, the attendants came to know of all the research and analysis-backed fitness truths and have quite an idea about how to achieve their fitness goals despite the inclusion of their favourites in your daily diet.

HOLI SPORTS CAMP





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The camp was conducted from the 12th to the 17th of March, i.e., on the auspicious occasion of Holi, with practice sessions being held twice a day, in the morning and the evening slots. The camp was overseen by Institute coaches and Institute team captains. It was targeted to assure a smooth learning experience of the fresh batch of players from the experienced players of the institute. In total 150+ students participated in the Holi Sports Camp. Simultaneously, teams and players from outside the institute were also invited in some sports to compete with the players from the institute. Overall, it turned out to be a power-packed event that gave the much-needed kick start to the sports activities on campus.

Out of all the players in the camp, one student per team was awarded the Player of the Camp recognition for their consistency, perseverance, and determination. My heartiest congratulations to all the below-mentioned Players of the Camp!

Athletics: Men's Team- Yoginder | Women's Team- Jyoti

Basketball: Men's Team-Melvin Thomas | Women's Team-Yukkta Seelam

Badminton: Men's Team- Ayush Pande | Women's Team- Ritul

Cricket: Sunil Kumar Meena

Football: Ishan Bawne

Hockey: Aryan Bansal

Lawn Tennis: Men's Team-Kalash Talati | Women's Team-Riya Mishra

Weightlifting: Karamjeet Singh





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Volleyball: Men's Team- Tarun Rao | Women's Team-Shikha Singh

Squash: Men's Team- Samarth Arora | Women's Team- Nikita

Table Tennis: Men's Team- Ishu Choudhary | Women's Team- Kajal Deep

Intra-Hall Tournaments and Workshops

Intra-hall football, cricket and volleyball tournaments were organised on the 4th, 5th and 6th of March for the campus junta. Workshops were also held for various sports like Hockey, Football for Girls. It gave the people new on campus the first taste of offline sports event as well as provided them a relief after midsem week. It aided in reviving the campus sports culture and also acted as an event that boosted offline wing bonding.

OLD SPORTS COMPLEX Gymnasium Expansion

In collaboration with DoRA, funds worth Rs. 60 lakhs were pledged from alumnus for gym expansion and total amount aimed is Rs. 2.6 crores.

Udghosh

The annual intercollegiate sports fest was successfully conducted from the 2nd of April over a span of 3 days. It was the only festival where participants from outside were called for the presentation. It saw the participation of more than 1250 participants from colleges in UP to colleges from far off in India, tense matches, sports and motivational events and sessions throughout that period. Many of the campus junta





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not only played with all their heart but also won accolades for themselves and for IITK.

Here are the results of our contingent:

SPORTS	POSITION
Athletics (M)	Gold
Athletics (W)	Silver
Badminton (M)	4th
Badminton (W)	Gold (IITKA), 4th (IITKB)
Basketball (M)	Silver
Basketball (W)	4th
Chess	Gold
Cricket	Gold (IITK), Silver (IITK Alumni)
Football (M)	Gold
Football (W)	Bronze





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Hockey (M)	Silver (IITK Alumni), Bronze (IITK)
Lawn Tennis (M)	4th
Lawn Tennis (W)	Silver
Powerlifting	Gold
Squash (M)	Silver (IITKA), Bronze (IITKB)
Table Tennis (W)	Gold (IITKA), Silver (IITKB)
Volleyball (M)	4th
Volleyball (W)	Bronze
Weightlifting	Gold

RECOMMENDATIONS

- Finance and permissions system should be improved
- Council restructuring will be taken up by next Gensec
- Inventory issuable should be accessible to students
- More space to GnS council





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- Institute wide leaderboards for different sports across community
- Close integration of hall sports secretary with the council
- Inter-IIT main focus so coach appointment first priority and sending a team for outside practice matches and calling outside teams

Thank you to the whole team, students' senate, Faculty Counsellor, DoSA, DoSA office, SPEC Chairman, PE Section, Coaches, and the whole community for positively responding to the initiatives taken this year.

