

# THE EDBLAZON TIMES

Wednesday, March 5

St. Edmund's College

## Edblazon Day 3: A Thoughtful Celebration Amid Ash Wednesday

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Today marked the third Day of Edblazon 2025. The day being commemorated as 'Ash Wednesday', a holy day observed by followers of the Lord, the College Management along with the students in-charges successfully organized Edblazon events while maintaining a respectful atmosphere. The day featured only literary events, which though quiet and subdued, remained highly engaging.

### Be eagerly waiting for the YTT Events : A Promise to be Delivered

Adding to that, the main events began only after 12:30 p.m. However, a meeting was held earlier with animators of Young Talent Time (YTT) and the teachers in-charge of both western and oriental categories. After interviewing both parties, the sentiment remains the same; they have been working tirelessly and promise an exciting showcase lineup. Everyone in campus & even outside look forward to their program in the coming days.





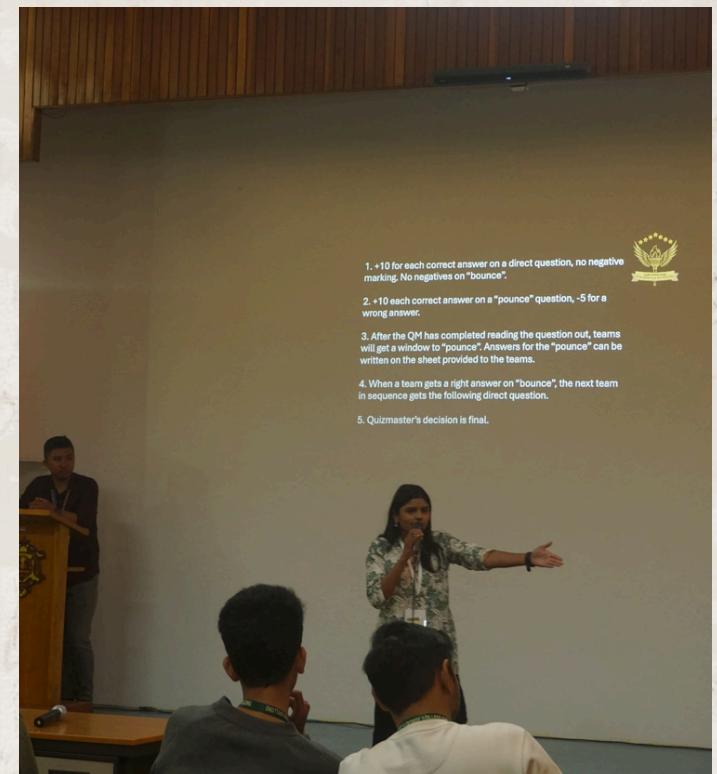
### Exploring the theme of life and death : A Creative Arts competition

The main events began with a creative art competition held in the Botany Lab, at 12:30 p.m., featuring two categories: painting and sketching. Contestants were tasked to create an artwork based on the given theme, Vita et Mors (Latin for 'Life and Death').

Speaking with the animators and teachers, we gained insight into the significance of such artistic competitions in student spaces. These events continue to be held as they encourage young artists to explore diverse perspectives on a topic and express their interpretations through art which is of importance with rise of popularity in usage of AI in recent media .

### Redefining Quizzing : A Quiz competition

The Quiz Competition held at 01:00 p.m., in AV room 1, introduced an innovative format that presented participants with a unique challenge. The Joint General Animator, Ms. Sanjana Rani graced as the quizmaster and delivered an enriching and insightful learning experience to the fellow Edmundians. The quiz was held in two rounds with 27 team each having two contestants contending for the prelims round followed by the selection of 10 teams each having two contestants who competed for the final round.



### A Game for All : A chess competition

Simultaneously, at 01:00 p.m., the College Auditorium hosted a highly competitive chess tournament with nearly 80 participants—the highest turnout yet, according to the event's animator. Organizers were surprised by the overwhelming participation but remained eager to accommodate everyone. With support from the college management, they successfully conducted six to seven rounds for all players, narrowing the competition down to the finals.





### Pens & Passion : A poetry writing competition

The final main event of the day was a poetry writing competition, held at 02:30 p.m. in Room 6. Participants were tasked with composing a poem centered around the given word, 'Becoming.' While they had the freedom to choose their own titles, their work had to align with the theme. This challenge allowed for diverse interpretations of a single word, showcasing each writer's unique perspective on paper. Speaking with the animators, they shared their passion for writing and emphasized poetry's power as a medium of artistic expression.

### Beyond Tradition : Fashion Club will Explore Myths in the Upcoming Events

As the day drew to a close, another group was busy preparing for an upcoming Young Talent Time (YTT) event. Aeiforia Meraki, the Fashion Club of the College has been tasked with organising a cultural parade, but this time, they aim to set themselves apart, by showing on the YTT Oriental day a specially curated fashion parade on the myths and legends of the cultures they represent.

With more than ten groups participating, the club also filmed a promotional video today to build anticipation. Audiences can look forward to their showcase in the coming days, promising a unique and immersive cultural experience.

Discussions with Animators and participants highlighted Chess as a crucial sport for enhancing mental and critical thinking skills. Participants also praised the Animators of the event for providing an inclusive and respectful opportunity for all Chess enthusiasts in the College campus.

A noteworthy innovation this Edblazon was the introduction of Braille Chess Boards, enabling Visually Impaired students to compete not only among themselves but also against other participants promoting inclusivity in the game.





The Day 3 of Edblazon 2025 gave us the slow day we needed coming in head strong from Day 1 and 2, further energising us for the rest of the days to come. The Edmundian family now gears up to continue the celebratory spirit up and high by unfolding a day filled with new surprises and excitement from cultural to sports activities.

