



Silver Oak University
IEEE Student Branch



A REPORT ON Cyber Clutch 4.0

Date: 29th January 2026

Venue: EB-824, 8th Floor, EB-Block, Silver Oak University

CYBER CLUTCH 4.0

COMPETITIVE VALORANT TOURNAMENT



Introduction:

Cyber Clutch 4.0 a competitive Valorant tournament organised by **Silver Oak University IEEE Student Branch** to provide a competitive platform for players to engage in professional gameplay. The tournament focused on team-based coordination, strategic decision making and communication within a competitive environment bringing together participants to compete under clearly defined rules and match formats.

About the Session:

Date: 29th January 2026

Time: 11:00 A.M. - 05:00 P.M.

Venue: EB-824, 8th Floor, EB-Block, Silver Oak University

Participants: 69

The tournament commenced with a comprehensive briefing that outlined match procedures, progression structure and governing rules, ensuring uniform understanding among all participants. To maintain impartiality, fixtures at every stage were decided through a randomised draw, followed by a toss conducted by team representatives to determine the map and side allocation, thereby reinforcing transparency throughout the competition.

Subsequently, matches were conducted in parallel, with two games played simultaneously, enabling four teams to compete at a time and ensuring a steady flow of progression. As each round unfolded, teams recalibrated their tactics to strengthen their standing. Meanwhile, awaiting teams observed the live broadcast from the designated viewing area, were critical turning points and decisive plays intensified engagement and subtly shaped competitive momentum.

Advancement through successive elimination rounds was determined strictly by performance outcomes. One team earned direct qualification to the semi-finals based on its consistent display in the preliminary phase. With every advancing stage, the demands of strategy, coordination and composure grew more pronounced, prompting teams to demonstrate refined execution under mounting pressure.

The semi-final and final rounds were conducted in a two-match format to preserve competitive equilibrium. These concluding stages highlighted disciplined gameplay, calculated decision-making and cohesive teamwork. Each encounter reflected resilience and focus, culminating in a finale that upheld the standards of structured competition and sporting integrity.

Scoring and Result:

Final standings were determined by cumulative performance across successive elimination rounds. The top three teams secured their positions through consistent results.

- Team Penguin – Champion
- Team Frenz – First Runner-up
- Team #10 – Second Runner-up

Conclusion:

Cyber Clutch 4.0 concluded as a well-organised tournament conducted with fairness and clarity at every stage. Transparent procedures and systematic progression ensured competitive balance throughout the event. Participants demonstrated strategic awareness, teamwork and composure under pressure, contributing to a disciplined as well as engaging competitive environment.

SDG Impact: The tournament aligned with

- **SDG 4: Quality Education** – The tournament enhanced strategic thinking, analytical decision-making and digital competencies through structured competitive engagement.
- **SDG 8: Decent Work and Economic Growth** – Participants developed teamwork, leadership and communication skills that are essential for professional environments.
- **SDG 17: Partnerships for the Goals** – The tournament strengthened collaboration among participants, organisers and technical coordinators, reinforcing the value of collective effort.

IEEE Goals and Vision Achieved: The tournament

reflected IEEE's vision of "Advancing Technology for Humanity". It achieved IEEE goals by

- Promoting experiential learning through structured digital competition.
- Encouraging collaboration, leadership and ethical participation in technology-driven activities.
- Strengthening student engagement in organised technical initiatives.
- Creating a platform that integrates technology, strategic thinking and professional skill development.

The success of Cyber Clutch 4.0 was driven by the invaluable guidance and steadfast support Dr. Satvik Khara, Dean, College of Technology, Silver Oak University; IEEE Senior Member; Chairperson, Professional Activity, IEEE Gujarat Section; Advisor, Silver Oak University IEEE Computer Society Student Branch Chapter; Founding Member, Silver Oak University IEEE Student Branch.

Some glimpses of the event:



Team leader finalising competitive parameters through toss process



Participants demonstrating strong team spirit after winning the match



Participant receiving swags from Dr. Satvik Khara sir in concluding segment



Tournament concluding with coordinated group photograph