

Painting & Drawing Competitions

(For Online & Offline Events)

1. Introduction & Cultural Significance

Painting and drawing are timeless and universal languages of human expression. From ancient cave markings to modern canvases, these art forms have chronicled civilization's history, struggles, spirituality, and beauty. In Ancient Greece, visual arts were central to cultural celebrations, alongside music, poetry, and dance. The revival of the Modern Pythian Games embraces this heritage by recognising visual arts as a competitive form of cultural expression on a global stage.

The Games aim to promote these art forms not only as individual talent showcases but as tools for cultural diplomacy, youth empowerment, heritage preservation, and global peacebuilding.

2. Vision of the Modern Pythian Games

The Modern Pythian Games serve as the world's only international cultural games, inspired by their ancient Greek origin, yet firmly rooted in modernity. They offer a democratic platform to discover and celebrate artistic and cultural talent from every corner of the world — online and offline. The mission is to build global harmony through the arts and elevate traditional and contemporary forms into a unified, dignified arena.

3. Global Reach & Naming Variations

While the core practices of drawing and painting are universal, the terminology may vary:

- Russia and former CIS nations: Живопись (Zhivopis') for painting, Рисование (Risovanie) for drawing.
- France: Peinture (painting), Dessin (drawing)
- Italy: Pittura (painting), Disegno (drawing)
- Japan: 絵画 (Kaiga), 描写 (Byōsha)
- China: 绘画 (Huihuà)
- India: चित्रकला (Chitrakala)
- Iran: نقاشی (Naqqashi)
- Latin America: Pintura, Dibujo

These forms are practiced in over 130 countries, either traditionally or through formal education.

4. Eligibility Criteria (Unified for All Events)

- For National or State level events: Participants must be citizens or residents of the respective country for at least one year.
- For International events: Open to global participants.
- Valid age and identity proof is mandatory.
- For minors, consent from a parent or guardian is required.
- Kindly read the event-specific eligibility carefully during registration.

5. Competition Categories

a. Drawing Competition (Junior Artists)

- Eligibility: Children from Class Prep to Class 5
- Theme: As per official event announcement
- Mediums Allowed: Pencil colours, wax crayons, sketch pens
- Canvas Size: A3 paper
- Format: Individual only

b. Painting Competition (Student Artists)

- Eligibility: Students from Class 6 to Class 12
- Theme: As per official announcement
- Mediums Allowed: Watercolours, acrylics, pencils, mixed media (no digital art)
- Canvas Size: A3 paper, board, or canvas
- Format: Individual only

c. Painting Competition (Professional Artists)

- Eligibility: Open to amateurs and professionals of all ages
- Theme: As announced officially
- Mediums Allowed: All traditional mediums (excluding digital)
- Canvas Size: 24 x 36 inches
- Format: Individual only

6. Entry and Registration

a. Entry Modes

- Online: Via the official Pythian Games web portal or mobile app
- Offline: Through recognised institutions or registered Pythian centres

b.Required Documents

- Age/ID proof
- For professionals: Sample portfolio or practice record
- Signed consent form (for minors)
- Registration fee (if applicable)

c.Confirmation

- Participants will receive confirmation with event date, venue (if offline), and material instructions.

7.Participation Guidelines

Report 30 minutes before the scheduled start

- Duration:
- Drawing (Junior): 1 hour
- Painting (Students): 1.5 hours
- Painting (Professionals): 2 hours
- Participants must bring their own materials
- All entries must be original and created on-site
- No mobile or digital devices during creation

8.Judging Criteria

a.Drawing – Junior Artists (100 Marks)

- Creativity – 30
- Detail – 30
- Accuracy – 20
- Neatness – 20

Focus: Line work, perspective, and finishing

b.Painting – Student Artists (100 Marks)

- Theme Interpretation – 30
- Creativity – 25
- Technique – 25
- Presentation – 20

Focus: Storytelling, colour use, and artistic impact

d.Painting – Professionals (100 Marks)

- Concept Relevance – 30
- Technique – 25
- Creativity – 25
- Visual Appeal – 20

Focus: Expression, realism or abstraction, depth

- Note: Public voting may be initiated for top 5 entries, at jury discretion.

e.Jury Panel

Each category judged by 3 experienced art professionals

Jury Profile:

- Senior art educators, experienced practitioners
- Recognised contributors in the fine arts space
- No conflict of interest with participants
- All jury decisions are final and binding

9.Code of Conduct and Regulations

Only original work is permitted – no tracing, copying, or stencils

- Maintain decorum and respect at the venue
- No mobile phone use during competition
- No pre-prepared artwork
- Participants must sign their work before submission
- Misconduct or violation leads to immediate disqualification
- Organisers reserve rights to reschedule or amend details
- Participants responsible for their own material safety

10.Legal Provisions and Protection Rights

Each participant must sign a declaration of originality

- Organisers may use artworks for promotional or cultural campaigns
- Parental consent required for minors
- Organisers are not responsible for lost/damaged items
- Venues will be under CCTV surveillance for safety and integrity
- Disputes to be resolved by the Pythian Organising Committee