

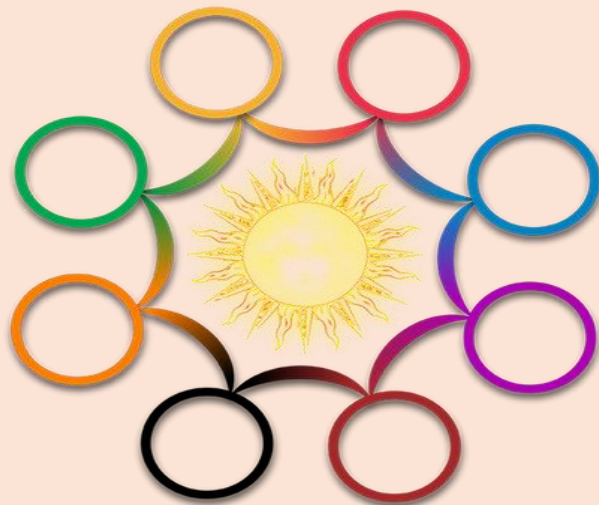
ONLY CULTURAL GAMES OF THE WORLD

(FOR PERSONS WITH DISABILITIES)

## *RULE BOOK*

# **PYTHONOVA PYTHIAN GAMES**

(VARIOUS COMPETITIONS, PROGRAMS, RULES & REGULATIONS)



## **MODERN PYTHIAN GAMES**

UNIFYING NATIONS THROUGH ARTS, CULTURE AND TRADITIONAL GAMES

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Arts, Cultures and  
Sports are the inherent  
powers to unite

**-NARENDRA MODI**

(Honorable Prime Minister of India)

by



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## Rules & Regulations

# Special Arts Categories

(for Persons with Special Abilities)

The **Modern Pythian Games** are committed to fostering an **inclusive, accessible, and equitable cultural platform**.

We provide **representation for artists and players with special abilities** across all cultural games and events. Wherever possible, **dedicated categories or inclusive formats** are created to celebrate the **unique talents and artistic expressions** of participants with disabilities.

### Categories

Participants may compete in the following categories:

-  Visually Impaired
-  Hearing/Speech Impaired
-  Physically Disabled / Orthopaedically Challenged
-  Neurodivergent or Developmental Conditions

### Performance Guidelines

- Performances will be judged with **consideration to adaptive styles, accessibility, and expressive merit**.
- **Assistive devices or adapted instruments** may be used as required.
- **Accompaniment support**, whether live or technologically adapted, is permitted according to the artist's needs.

 **Note:** Eligibility, category availability, and specific rules may vary for each event. Participants should **check individual event rules** for para or disabled categories.

The **Pythian Games** salute the **courage, creativity, and contributions** of these artists. Art transcends all boundaries—**physical, sensory, or cognitive**.

### Draft Rules & Regulations for Artists and Indigenous Games

The **Modern Pythian Games** have framed comprehensive rules for:

- **Artistic Competitions** (performing, visual, and literary)
- **Indigenous and Traditional Games**

These rules are designed to align with **international standards of inclusivity, accessibility, and fair competition**, while respecting the **diverse needs of differently-abled participants**.

### Global Diversity of Indigenous Games

- **Africa:** Stick fights (Nguni, Donga), wrestling (Laamb, Boreh), board games (Mancala, Oware)
- **Europe:** Celtic wrestling (Cornish, Breton), stone lifting, ball games (Calcio Storico, Hurling)
- **Russia & Central Asia:** Mas-wrestling, Kurash, Buzkashi
- **China & East Asia:** Dragon dance, Cuju (ancient football), adapted martial forms
- **India & South Asia:** Ukdu, Lagori, Gadayudh (mace fight), Lathi, Kabaddi (inclusive)
- **Other Regions:** First Nations Lacrosse (Canada/USA), Capoeira (Brazil), Choi Kwang-Do (Korea)

### Arena & Technical Requirements

- Arena size varies by game/art form but **must ensure safe accessibility** for wheelchair users and adaptive equipment.
- **Indoor Artistic Competitions:** Stage  $\geq 12\text{m} \times 10\text{m}$ , ramps & side access.
- **Combat & Strength Games:** Minimum flat surface  $15\text{m} \times 15\text{m}$ , cushioned flooring.
- **Movement Games:** Open arena  $20\text{m} \times 20\text{m}$ , boundary markings, adaptive assistance stations.
- **Board & Strategy Games:** Accessible seating, tactile boards for visually impaired participants, multilingual instructions.

### Regulations

1. **Eligibility:** Certified physical, sensory, or intellectual disabilities.
2. **Competition Format:** Preliminary rounds → Semifinals → Finals; ensures **equal opportunity and rest**.
3. **Judging Criteria:** Artistic quality, cultural authenticity, creativity, technical skill, adaptive application.
4. **Jury Panel:** Experts in arts, indigenous games, and para-sports, with at least **one accessibility advisor**.
5. **Safety & Accessibility:** Medical support, adaptive equipment, interpreters, tactile floor guides, wheelchair pathways.
6. **International Variations:** Respect local names/cultural authenticity while **standardizing** for Pythian Games.

### Evolution of Rules

Rules are designed under the **Pythian Games framework**, considering:

- International inclusivity
- Arena standards
- Cultural variations

- Accessibility requirements

They will **evolve with technology, cultural exchanges, and global feedback** to ensure **continuous improvement** and **universal participation**.

# 1

## Musical, Vocal, and Instrumental Arts

(for Persons with Special Abilities)

### 1. Historical Background and Vision

Vocal music has been an intrinsic part of human civilization, serving as a medium for storytelling, worship, emotion, and cultural identity. From the Vedic chants of India to the spirituals of Africa and operas of Europe, vocal traditions are a universal language of expression.

The Modern Pythian Games are rooted in the ancient Greek legacy of the original Pythian Games, where music and art were celebrated alongside athletics. Revived in the 21st century, these Games aim to create a global, inclusive, and accessible platform for traditional, classical, and emerging cultural expressions.

The vocal music competition under these Games seeks to promote diverse vocal traditions, encourage participation among persons with special abilities, and preserve intangible cultural heritage through ethical and artistic excellence.

### 2. International Terminologies and Global Reach

Vocal traditions are practiced worldwide under different names. While terminology varies, the purpose remains culturally enriching:

- **India:** Hindustani, Carnatic, Bhajan, Sufi, Baul, Kajri, Maand, Lok Geet
- **Russia & CIS:** Народная песня (Narodnaya Pesnya – Folk Song), Романс (Romance), Хоровое пение (Choral Singing)
- **Europe:** Opera (Italy), Lied (Germany), Chanson (France), Flamenco Cante (Spain), Balkan Vocal
- **Asia:** Gagaku (Japan), Pansori (Korea), Tuvan throat singing (Mongolia, Russia)
- **Africa:** Zulu traditional vocals, Yoruba chants, Gnawa (North Africa)
- **America:** Gospel, Country, Native American chants, Jazz vocals
- **Middle East:** Maqam singing, Arabic Nasheed

These traditions are actively practiced in over 100 countries, making this competition a truly global celebration.

### 3. Accepted Vocal Styles

Participants may perform in the following genres:

- **Indian Classical:** Carnatic, Hindustani (Khyal, Thumri, Dhrupad, etc.)
- **Folk and Tribal:** Baul, Sufi, Maand, Tamang Selo, Sopana Sangeetham, Lok Geet, etc.
- **Devotional:** Bhajan, Kirtan, Shabad, Sohar
- **Global Traditional:** Balkan, Nordic, Tuvan, African chants, Opera, etc.
- **Fusion & Semi-Classical:** Bollywood, light music, experimental blends (subject to approval)
- All performances must maintain cultural respect, authenticity, and originality.

#### 4. Age Categories

- **Sub-Junior:** 6 to 10 years
- **Junior:** 11 to 17 years
- **Senior:** 18 to 30 years
- **Open:** 31 years and above

*Solo and group entries are allowed in all age categories.*

#### 5. Competition Format

- **Round 1 – Preliminary (Online):** Participants submit 3-minute video recordings via the official platform. The jury will shortlist the top 20 in each category.
- **Round 2 – Final (Offline):** Finalists perform live at a designated Pythian Games venue. Winners receive Gold, Silver, and Bronze medals.

#### 6. Eligibility Criteria

- **National or State Level:** Participants must be citizens or residents of the country for at least one year.
- **International Level:** Open to participants worldwide.
- **Proof of Age and Identity:** Mandatory for all participants.
- **Consent:** Signed by parent/guardian for minors.
- Participants with special abilities are encouraged to disclose accessibility needs to ensure proper support.

#### 7. Registration Process

1. Register online (solo and group categories require separate entries).
2. Upload valid ID and age proof.
3. Pay registration fee (if applicable).
4. Submit video entries following format and deadline.
5. Confirmation includes a unique registration number.
6. Finalists must self-arrange travel and report to the venue for the live round.

#### 8. Rules & Regulations

1. Songs must be original or traditional (no plagiarism).

2. Classical and folk forms must maintain authenticity.
3. Maximum duration: 5 minutes (prelims), 7 minutes (finals).
4. No karaoke/backing tracks in finals; up to 5 live accompanists allowed.
5. Traditional attire is encouraged.
6. Video entries must be recorded specifically for this competition.
7. Group size: 3 to 12 participants.
8. No substitutions allowed post-prelims (maximum 2 in groups if pre-approved).
9. Jury/organisers may interrupt any act violating rules.
10. All props/instruments are the participant's responsibility.
11. Organisers may use content for promotion/documentation.
12. Jury may ask questions post-performance for clarification or evaluation.

## 9. Jury Format

- **Number of Members:** 3 to 5 per round.
- **Preliminary Jury:** Academics, vocal teachers, and regional experts.
- **Final Jury:** National/international award-winning artists.
- **Responsibilities:** Ensure cultural and genre-specific representation; declare conflicts of interest.
- **Decision Authority:** All decisions are final and binding.

## 10. Judging Criteria (Total: 65 Marks)

- **Technique (20):** Clarity, voice control, raga/melody execution
- **Presentation (20):** Stage presence, coordination, attire, instrumentation
- **Expression (10):** Emotional delivery, meaning, connection
- **Knowledge (10):** Genre understanding, cultural context
- **Bonus (5):** Creativity, uniqueness, exceptional impact

*In the event of a tie, the jury deliberates to decide final winners.*

## 11. Disqualification Grounds

- Late submissions
- Copyright infringement or plagiarism
- Use of karaoke in finals
- Inappropriate content or behaviour
- False information or impersonation
- Exceeding time limit by 30 seconds
- Misconduct toward jury/organisers

## 12. Safety and Legal Notes

- Consent and liability forms are mandatory.
- Onsite safety measures (medical support, CCTV) will be provided for offline events.
- Organisers are not liable for loss of personal belongings.
- Jury decisions are final and not subject to appeal.

### 13. Recognition and Rewards

- Certificates for all registered participants.
- Medals and merit certificates for winners.
- Top acts featured on Pythian Games digital media platforms.

## 2



## Dance Competitions

(for People with Special Abilities)

### 1. Introduction & Historical Background

Dance is among the **oldest and most profound forms of human expression**, serving as a medium for worship, storytelling, celebration, and healing across civilizations.

In **ancient Greece**, dance was central to Pythian celebrations dedicated to Apollo.

The **Modern Pythian Games** revive this universal heritage, recognizing dance as a **cultural game equal in stature to music, poetry, and traditional sports**. For the first time, the Games provide an **inclusive international platform** for people with special abilities to share their **talent, creativity, and cultural identity** with the world.

### 2. Vision for Inclusive Dance

- ✨ **Empower specially-abled dancers** with a dignified and equal platform.
- 🌐 **Celebrate cultural diversity** by recognizing traditional, folk, and modern dance forms globally.
- ♿ **Ensure accessibility** through adapted competition rules, safe stage arrangements, and fair judging.
- 📖 **Create a dynamic, evolving rulebook** that reflects the diverse needs of participants.

### 3. Global Dance Names & International Reach

The competition celebrates **over 120 global dance traditions**. Different regions recognize dance forms under different names:

- **Africa:**
  - Gwara Gwara (South Africa)
  - Agbekor (Ghana)
  - Adumu – Maasai Jumping Dance (Kenya)
  - Sabar (Senegal)
- **Europe:**
  - Flamenco (Spain)
  - Ballet (France/Russia/Italy)

- Irish Step (Ireland)
- Polka (Central Europe)
- Zorba (Greece)
- **Russia & Eastern Europe:**
  - Kalinka, Barynya, Troika (Russia)
  - Hopak (Ukraine)
  - Kolo (Serbia)
- **China & East Asia:**
  - Dragon Dance, Lion Dance, Fan Dance (China)
  - Kabuki & Noh (Japan)
  - Talchum (Korea)
- **South America:**
  - Salsa (Cuba)
  - Tango (Argentina)
  - Samba (Brazil)
  - Cueca (Chile)
- **India & South Asia:**
  - Classical: Bharatanatyam, Kathak, Odissi, Manipuri
  - Folk: Bhangra, Garba, Lavani, Ghoomar

All performances must maintain cultural respect, authenticity, and originality.

#### 4. Categories & Accessibility Divisions

##### a. Competition Types

- Solo Performances
- Duet Performances
- Group Performances (4–10 members)

##### b. Age Divisions

- Sub-Junior: 6–10 years
- Junior: 11–17 years
- Senior: 18–30 years
- Open: 31+ years

##### c. Accessibility Divisions

- Physically Disabled (wheelchair, limb differences, mobility challenges)
- Visually Impaired
- Hearing Impaired / Deaf
- Neurodiverse Participants (autism, Down syndrome, intellectual challenges)
- Inclusive Mixed Category (teams of varied abilities)

#### 5. Arena & Stage Requirements

- **Minimum Stage Size:** 10m × 10m (group), 5m × 5m (solo/duet)

- **Flooring:** Non-slippery wooden/Marley with safety padding
- **Accessibility:** Wheelchair ramps, handrails, and backstage support
- **Lighting & Sound:** Adapted for visually/hearing-impaired (visual cues, vibration feedback)
- **Safety:** Emergency medical team and physiotherapist on-site
- **Props:** Allowed, safe, non-hazardous, and manageable within time limits

## 6. Competition Format

1. **Preliminary Round (Online):** Video submissions up to 3 minutes
2. **Final Round (Offline):** Live stage performance up to 5 minutes
3. **Recognition Awards:** Gold, Silver, Bronze + Special Jury Awards

## 7. Rules & Regulations

1. Only authentic traditional styles for cultural/traditional categories
2. Original or fusion works accepted in contemporary/creative categories
3. Group entries: Maximum 2 substitutions allowed with prior notice
4. Music must be legally owned or royalty-free
5. Performances exceeding 30 seconds beyond time limit will be penalized
6. Dignity, respect, and inclusivity must be maintained in choreography
7. Organizers may adapt rules for accessibility requirements
8. Performances will be recorded for promotional and archival use

## 8. Judging Panel

- Composed of **international dance experts, cultural scholars, and specially-abled dance mentors**
- **Regional balance** maintained (Africa, Europe, Asia, Americas)
- Jury must declare **conflict of interest**
- Decisions are **final and binding**

## 9. Judging Criteria (Total: 65 Marks)

- Technique & Authenticity – 20 marks
- Presentation & Synchronization – 20 marks
- Expressions & Storytelling – 10 marks
- Knowledge of Tradition / Theme – 10 marks
- Bonus (Creativity, Cultural Impact, Innovation) – 5 marks

## 10. Grounds for Disqualification

- Misrepresentation of disability, age, or identity
- Use of plagiarized choreography
- Unsafe acts, violence, or inappropriate costumes
- Disrespect to culture, religion, or community

## 11. Safety & Legal Provisions

- Liability waiver required
- Organizers not responsible for personal belongings
- Emergency care provided on-site
- Compliance with international legal & ethical guidelines for para-sports and inclusive arts

## 12. Recognition & Opportunities

- Digital participation certificates for all
- Medals and merit certificates for winners
- Selected finalists may perform at **global cultural showcases, conferences, and international festivals**
- Performances featured in **Modern Pythian Games media** for worldwide reach

## 13. Evolving Framework

These rules are framed to ensure **inclusivity, cultural representation, and global standards**.

The **Modern Pythian Games** recognize this as a **living framework**, evolving with:

- Participant feedback
- Accessibility advancements
- International collaboration

## 3



### Singing Competitions

(for People with Special Abilities)

#### 1. Introduction

The **Modern Pythian Games** recognize singing as one of the most **universal forms of cultural expression**.

To ensure inclusion, we introduce **Singing Competitions for People with Special Abilities** across multiple formats. These competitions:

- Acknowledge global diversity
- Provide accessible platforms
- Celebrate talent in all forms

Rules are framed considering **international practices, accessibility standards, and cultural sensitivities**, and they will evolve over time with **global participation and feedback**.

#### 2. Global Naming Variations

Inclusive singing competitions are known differently across the world:

- **Africa:** "Voice of Spirit" (South Africa), "Heritage Melody" (Nigeria, Ghana)
- **Europe:** "Kultur Gesang" (Germany), "Chant d'Espoir" (France), "Canto Inclusivo" (Spain, Italy)
- **Russia & CIS:** "Голос Надежды" (Voice of Hope), "Музыкальное Единство" (Musical Unity)
- **China:** "音乐手势赛" (Music Gesture Contest), "心灵之声" (Voice of the Heart)
- **Japan:** "心の歌" (Song of the Heart)
- **Latin America:** "Canto de Inclusión" (Brazil, Argentina, Mexico)
- **Middle East:** "Sawt al Amal" (Voice of Hope), "Nashid al Qulub" (Song of Hearts)
- **United States/UK:** "Inclusive Voice Contest," "SingAbility Festival"

All performances must maintain cultural respect, authenticity, and originality.

#### 3. Singing Formats (Special Abilities)

##### A. Gesture Singing Competition

### *(Sign-Language Singing for Deaf & Mute Participants)*

- Performance: Songs expressed through **sign language, facial expressions, and gestures**
- Mode: Offline / Hybrid
- Time Limit: 3 minutes
- Arena: 10m × 10m, ramp accessibility, LED lyric projection
- Judging: Gesture synchronization, expression, clarity, creativity, overall impact

## **B. Assisted Vocal Singing Competition**

### *(Visually Impaired Participants)*

- Participants sing live with **braille lyrics, memory, or guided assistance**
- Arena: 8m × 6m, tactile floor indicators, side-guide support
- Judging: Pitch, clarity, emotional depth, cultural relevance, audience impact

## **C. Adaptive Choir Singing Competition**

### *(Inclusive groups with mixed abilities)*

- Group: 4–10 members
- Arena: Minimum 12m × 8m, tiered platform for visibility
- Judging: Harmony, synchronization, inclusivity, innovation, stage presentation

## **D. Assistive Tech Singing Competition**

### *(Participants using electronic speech-to-sound devices or AI aids)*

- Mode: Individual or Duet
- Arena: 8m × 6m, adaptive microphone stands, device connectivity
- Judging: Expression, technical adaptability, musical synchronization, innovation

## **4. Age Divisions**

- Junior: 6–12 years
- Youth: 13–18 years
- Senior: 19–40 years
- Veterans: 41+ years

## **5. Arena / Stage Specifications**

- Stage: Minimum 10m × 10m for individual/duet; 12m × 8m for choir/group
- Accessibility: Ramps (1:12 slope), tactile pathways, wheelchair space
- Background: LED/projection for lyrics, visuals, or cultural motifs
- Lighting: Soft, directional to highlight gestures and faces
- Sound: High-quality acoustics, assistive listening systems, captions/subtitles

## **6. Competition Format**

- Each participant/group performs **one song of choice** (4–6 minutes)
- Songs must hold **cultural, emotional, or inspirational relevance**
- Background music may be **live or pre-recorded**
- **Transcripts/lyrics** must be provided in advance (with translations if required)

## 7. Judging Criteria (100 Marks)

- Synchronization / Musicality – 30 marks
- Emotional Expression & Cultural Depth – 25 marks
- Accessibility & Clarity (signs, lyrics, adaptive use) – 20 marks
- Creativity & Innovation in Presentation – 15 marks
- Overall Impact on Audience & Jury – 10 marks

## 8. Jury Panel

- Chairperson: Renowned Vocal or Performing Arts Expert
- Accessibility Specialist (sign language, braille, assistive tech)
- Para-Arts Expert (performing arts for differently-abled communities)
- Cultural Judge (evaluates cultural integrity and adaptation)

## 9. Scoring & Awards

- Minimum Qualifying Score: 60%
- Awards: Gold, Silver, Bronze medals in each **age category and format**
- Special Awards: Best Innovation, Best Cultural Adaptation, Spirit of Inclusion Award

## 10. Evolution Clause

Inclusion is **continuously evolving**. These rules will **adapt with feedback, technology, and international participation**.

## 4



# Theatre & Drama Competitions

(for People with Special Abilities)

### 1. Preamble

Theatre and Drama are **ancient forms of cultural expression**. For persons with special abilities, theatre offers an **inclusive platform** to express:

- Creativity
- Emotions
- Cultural heritage
- Social narratives beyond physical or sensory barriers

These rules are framed under the **Modern Pythian Games framework**, recognizing global adaptive theatre practices.

### 2. International Names & Formats

- **Africa:** Community Storytelling Theatre, Oral Heritage Drama, Deaf Theatre of Africa
- **Europe:** Inclusive Theatre, Disability Arts Drama, Sign Theatre (UK), Gesture Theatre (France), Körpertheater (Germany), Teatro Inclusivo (Spain, Italy)
- **Russia:** Teatr Zhestov (Gesture Theatre), Teatr Bez Slova (Theatre Without Words)
- **China:** Shouyu Juchang (Hand-gesture Theatre), Silent Stage Arts, Inclusive Opera Theatre
- **Japan:** Shuwa Engeki (Sign Language Drama), Noh/Kabuki Adapted for Disabilities
- **Latin America:** Teatro de Inclusión, Expresión Sin Palabras, Teatro Popular Adaptado
- **North America:** Deaf West Theatre (USA), Inclusive Broadway, Adaptive Community Drama
- **Middle East:** Masrah al-Ishara (Sign Language Theatre), Inclusive Storytelling Plays

All are recognized under **Global Adaptive Theatre & Drama Competitions**.

### 3. Competition Categories

1. **Theatre for the Deaf & Mute:** Drama without spoken words, gestures & body movement
2. **Gesture Singing & Musical Expression:** Songs interpreted through body movement & sign language
3. **Special Choreography & Movement Drama:** Dance-drama emphasizing storytelling
4. **Narrative Theatre with Live Interpretation:** Storytelling with interpreters or subtitles

5. **Inclusive Puppet & Mask Theatre:** Adaptive puppetry or mask theatre for hearing/speech impaired

#### **4. Age Divisions**

- Junior: 6–12 years
- Youth: 13–18 years
- Senior: 19–40 years
- Veterans: 41+ years

#### **5. Arena & Stage Requirements**

- Stage dimensions and duration vary by category (solo/group, 4–12 performers)
- Accessibility: Wheelchair ramps (1:12 slope), LED/Adaptive projections, lighting for gestures
- Reserved seating for hearing-impaired audience, optional vibration panels

#### **6. Competition Format**

- One performance per team/individual per round
- Cultural, social, or original stories
- Spoken dialogues optional; interpreters/subtitles must be provided
- Props, costumes, multimedia allowed
- Script transcript submitted in advance

#### **7. Judging Criteria (100 Marks)**

- Storytelling & Concept – 30 marks
- Expressions, Gestures & Visual Acting – 25 marks
- Synchronization & Team Coordination – 20 marks
- Cultural Essence & Message Delivery – 15 marks
- Stage Design & Impact – 10 marks

#### **8. Jury Panel**

- Chairperson: International Theatre Expert
- Deaf Theatre/Inclusive Arts Specialist
- Cultural Expert (theme relevance)
- Technical Expert (lighting, stage design, accessibility)
- Observer from Disability Rights Sector

#### **9. Scoring & Awards**

- Minimum qualifying score: 60%
- Gold, Silver, Bronze across all age divisions

- Special Awards: Best Inclusive Ensemble, Best Adaptive Expression, Cultural Heritage Performance Award

## **10. Ethical & Legal Considerations**

- Equal opportunity regardless of nationality, gender, or disability
- Accessibility without discrimination
- Stage safety strictly followed
- Consent forms for minors mandatory

## **11. Evolution of Rules**

Framework will **evolve with accessibility technology, cultural practices, and international collaboration**, ensuring **inclusive, fair, and globally recognized adaptive theatre competitions**.

## 5



# Poetry Competitions

(for People with Special Abilities)

### I. Introduction and Historical Significance

Poetry is one of the **oldest and most inclusive art forms** in human civilization. From ancient epics and sacred chants to modern spoken word and digital verse, poetry bridges **cultures, emotions, and imagination**.

In the **original Pythian Games of ancient Greece**, poetry was celebrated alongside music, dance, and theatre as offerings to Apollo, the god of poetry and arts.

The **Modern Pythian Games** extend this legacy to the global stage, positioning poetry as a recognized **cultural sport** and providing a **democratic platform** for creative expression, especially for people with special abilities.

This framework ensures **accessibility, inclusivity, and fair opportunity** for participants worldwide.

### II. Purpose and Vision

The competitions aim to:

- Provide **equal opportunities** for people with special abilities to showcase literary and performance talents
- Promote poetry as a **cultural sport** with international recognition
- Celebrate **regional poetic traditions** while fostering global dialogue
- Foster **accessible online and offline platforms**
- Establish poetry as a medium of **creative economy and cultural diplomacy**

### III. Global Presence and Poetic Traditions

Poetry exists in every culture, though names and forms vary. The Pythian Games celebrate these variations:

- **India:** Doha, Ghazal, Nazm, Chaupai, Kavita, Mukta
- **Russia & Slavic Nations:** Stikhi, Balada, Duma, Bylina
- **France & Europe:** Ballade, Villanelle, Rondeau, Sonnet

- **Japan:** Haiku, Tanka, Senryu
- **China:** Shi, Ci, Fu
- **Greece:** Ode, Epic, Dithyramb
- **Arabic & Middle Eastern Nations:** Qasida, Ghazal, Ruba'i, Marsiya
- **Africa:** Praise Poetry, Griot Verse, Oral Epics, Storytelling Verse
- **USA/UK/Canada:** Spoken Word, Slam Poetry, Narrative Verse, Free Verse
- **Latin America:** Décima, Verso, Copla
- **Tribal & Indigenous Cultures:** Oral Chants, Folk Epics, Ceremonial Verse

Poetry competitions under the Pythian Games **embrace multilingual and multicultural formats.**

#### IV. Arena and Accessibility Requirements

##### Offline Competitions

- **Arena Size:** Minimum 10m × 12m stage, wheelchair access, safe entry/exit ramps
- **Seating:** Reserved accessible seating for participants, guides, and interpreters
- **Audio-Visual Support:**
  - Adjustable-height microphones
  - Screen projection for sign-language interpretation and text display
  - Hearing assistance devices where possible
- **Environment:** Noise-controlled halls, adequate lighting, barrier-free pathways
- **Support Staff:** Volunteers or aides for visually impaired or physically challenged participants

##### Online Competitions

- Platforms must support **closed captions, screen reader compatibility, and high-contrast formats**
- Submissions must allow **both audio-visual and written text formats**

#### V. Age and Ability Categories

1. **Children's Poetry (8–12 years):** Simplified/creative forms such as rhymed verse, haiku, acrostic
2. **Youth Poetry (13–18 years):** Spoken word, free verse, sonnet, limerick
3. **Adult Poetry (19–59 years):** Any form, written or performed
4. **Senior Poetry (60+ years):** Narrative, ode, philosophical verse
5. **Open Category:** No restriction on age, style, or language
6. **Special Abilities Categories:**
  - Visually impaired poets
  - Hearing/speech impaired poets
  - Physically challenged poets
  - Neurodiverse participants (autism spectrum, learning disabilities, etc.)

#### VI. Participation Rules

- Open to all countries, citizens, and residents

- Only **one entry per participant per category**
- Online submissions accepted in **PDF, DOC, MP4, or WAV** formats
- Offline entries accepted as **typed/written manuscripts or recordings**
- Entries may be in **any language**, with English or Hindi translations required if not widely known
- **Originality Declaration** must accompany each submission

## VII. Judging Panel and Evaluation

- **Panel:** 3–5 international experts including:
  - Literary expert
  - Performance/spoken word expert
  - Language and accessibility specialist
- **Evaluation Criteria (100 Marks):**
  - Originality & Creativity – 25
  - Language & Expression – 20
  - Theme Relevance – 20
  - Emotional & Artistic Impact – 20
  - Structure/Form – 15
  - (Performance only) Delivery & Engagement – 10

## VIII. Ethical and Legal Safeguards

- Only **original and unpublished works** accepted
- No hate speech, vulgarity, or discriminatory language
- Copyright remains with the poet; **non-exclusive rights granted** to organizers for publication/promotion
- Anonymous judging codes maintained for **fairness**
- Grievance Redressal Committees at national and international levels
- Disqualification for **plagiarism, false representation, or rule violations**

## IX. Awards and Recognition

- Certificates, medals, and trophies for winners
- Selected works published in **official anthologies**
- Invitations for live performances at **global cultural festivals**
- Special awards for **innovation, accessibility, and cultural preservation**

## X. Evolution of the Rules

These rules are **living guidelines**, designed with the needs of people with special abilities and international poetic diversity in mind. They **evolve with feedback, accessibility innovations, and cultural inclusivity**.

## 6

# Painting & Drawing Competitions

(for People with Special Abilities)

### I. Introduction & Cultural Significance

Painting and drawing are **universal languages** that transcend speech, nationality, and disability. From **ancient cave art in Africa** to **Renaissance frescoes in Europe**, from **Asian ink traditions** to **contemporary community murals**, these art forms embody **human creativity, heritage, and spirit**.

The **Modern Pythian Games** revive this timeless heritage by recognizing painting and drawing as **competitive arts on a global stage**. Dedicated formats are framed for **people with special abilities**, providing a dignified platform for **self-expression, empowerment, and cultural diplomacy**.

These rules are designed based on **global practices** and will evolve over time to ensure **fairness, accessibility, and artistic freedom**.

### II. Global Reach & Naming Variations

Painting and drawing are recognized worldwide, though names differ across cultures:

- **Russia & CIS:** Живопись (Zhivopis') for painting, Рисование (Risovanie) for drawing
- **France:** Peinture (painting), Dessin (drawing)
- **Italy:** Pittura, Disegno
- **Spain & Latin America:** Pintura, Dibujo
- **China:** 绘画 (Huìhuà)
- **Japan:** 絵画 (Kaiga), 描写 (Byōsha)
- **India:** चित्रकला (Chitrakala)
- **Iran:** نقاشی (Naqqashi)
- **Africa (varied regions):** ukudweba (Zulu – drawing), uchoraji (Swahili – painting)
- **Germany:** Malerei (painting), Zeichnung (drawing)
- **United States & UK:** Painting and Drawing

These variations reflect the **global nature** of the competitions and the **universal value** of visual arts.

### III. Eligibility Criteria

- Open to all **individuals with special abilities**, regardless of nationality, age, or gender
- Categories will consider **age groups and ability-specific requirements** (visual, physical, intellectual disabilities)
- Proof of **identity, age, and disability certification** required
- **Parental/guardian consent** mandatory for minors
- **Digital verification** required for online events

### IV. Competition Categories

#### a. Drawing Competitions

- For children, youth, and adults with special abilities
- **Mediums:** crayons, pencil colours, sketch pens, pastels
- **Canvas size:** A3 sheet (297 × 420 mm)

#### b. Painting Competitions – Student Artists

- For school and college-level participants
- **Mediums:** watercolours, acrylics, poster paints, mixed media (no digital)
- **Canvas size:** up to 18 × 24 inches

#### c. Painting Competitions – Professionals & Open Category

- For adult participants of any skill level
- **Mediums:** oil, acrylic, watercolour, charcoal, or mixed traditional media
- **Canvas size:** maximum 24 × 36 inches

### V. Arena & Venue Requirements

#### Offline Events

- **Space:** Minimum 2 × 2 metres per participant
- **Accessibility:** ramps, wheelchair access, quiet zones, proper lighting
- **Support:** Volunteers allowed for mobility or material handling (not artistic execution)
- **Materials:** Organizers may provide at certain levels

#### Online Events

- Artwork completed within the given timeframe via **live recording or verified submission**
- **Digital submission** must include timestamped photo or video proof

### VI. Participation Guidelines

- **Duration:**
  - Drawing: 1 hour
  - Painting (students): 1.5 hours

- Painting (professionals): 2 hours
- Works must be **original and created during the event**
- **Pre-prepared or traced works are prohibited**
- **Assistive devices** (mouth sticks, adaptive brushes, voice support tools) allowed
- Participants must **sign or mark their work** before submission

## VII. Judging Criteria (100 Marks)

- **Creativity & Originality:** 30
- **Theme Interpretation:** 25
- **Technique & Skill:** 25
- **Presentation & Visual Appeal:** 20

*The jury may make accommodations to fairly assess participants with specific limitations, ensuring inclusivity without compromising creativity.*

## VIII. Jury & Evaluation

- **Panel:** Three experienced art professionals with expertise in **inclusive or fine arts**
- **Independence:** Jury members must be neutral and without conflict of interest
- **Decisions:** Final, with appeals reviewed by the **Pythian Organising Committee**
- **Public appreciation/voting:** Optional, but does not override jury evaluation

## IX. Code of Conduct & Regulations

- Respect for all participants is mandatory; **discrimination or misconduct leads to disqualification**
- Only **original works created during the event** are valid
- **Digital devices prohibited** unless approved for accessibility needs
- Organizers may use submitted works for **cultural promotion with due credit**
- **Venue surveillance** ensures fairness
- All disputes resolved by the **official Modern Pythian Games committee**

## X. Awards & Recognition

- All participants receive a **Certificate of Participation**
- Winners awarded **medals, certificates, and recognition** at national/international levels
- Selected works exhibited at **Pythian Cultural Exhibitions, art exchanges, and global showcases**
- Top talents may receive **mentorship, scholarships, and inclusion in international cultural forums**

## XI. Evolution of Rules

- This framework represents the **first unified international rules** for painting and drawing competitions for people with special abilities

- Rules are framed with global practices, accessibility, and cultural inclusivity in mind
- They will **evolve periodically** with feedback from participants, organizers, and experts worldwide
- The ultimate vision is a **dignified, accessible, and globally recognized platform** for artistic excellence and cultural unity

## 7

# Rangoli & Global Floor Art Competitions

(for People with Special Abilities)

## I. Introduction & Historical Context

Rangoli, widely recognized in India as a **vibrant folk-art expression**, is an ancient decorative floor art form created with **powdered colors, rice flour, flower petals, pulses, grains, or natural materials**. Traditionally drawn at thresholds during **festivals and ceremonies**, it symbolizes **beauty, harmony, and welcome**.

Similar artistic practices exist worldwide:

- **Tibet:** Sand Mandalas
- **Belgium & Guatemala:** Flower Carpets
- **Russia:** Podnizhnik
- **South Asia:** Kolam, Alpana

The **Modern Pythian Games** bring these traditions into a **global competitive framework**, with **special formats for people with special abilities**, ensuring **inclusion, dignity, and creativity**.

## II. Global Names and Equivalentents

Floor or decorative art traditions are recognized globally under different names:

- **India:** Rangoli, Kolam, Alpana, Mandana, Chowk Purana, Sathiya, Jhoti/Chita, Aripana, Muggulu
- **Sri Lanka, Malaysia, Singapore:** Kōlam
- **Thailand:** Dtalai (Buddhist traditional art)
- **Tibet, Bhutan, Mongolia:** Sand Mandala
- **Russia & Eastern Europe:** Podnizhnik
- **Belgium, Italy, Guatemala, Latin America:** Flower Carpets
- **China:** Tu'an
- **Africa:**
  - Ethiopia – Meskel flower arrangements
  - Nigeria – Uli floor drawings adapted into festive patterns
  - South Africa – Ndebele symbolic ground patterns

- **Europe:**
  - Spain/Portugal – Alfombras de Flores
  - Germany/Austria – Blumenteppeiche
- **North America:** Day of the Dead sawdust carpets (Mexico); Native American sand paintings (USA)

This framework recognizes **Rangoli** as part of a global family of cultural floor-art expressions.

### III. Vision of the Modern Pythian Games

The competition aims to:

- Promote **inclusivity** for artists with physical, sensory, or cognitive disabilities
- **Revive and modernize indigenous and folk arts** globally
- Celebrate **peace, unity, and intercultural dialogue** through floor arts
- Encourage **eco-friendly, accessible, and innovative artistic practices**
- Provide a **safe, dignified, and competitive space** for all artists

### IV. Accessibility & Special Provisions

- **Arena Access:** Barrier-free venues with ramps, wide pathways, and resting spaces
- **Work Surface Adaptations:** Adjustable platforms for wheelchair users or low platforms for those with limited mobility
- **Assistance:** Volunteers may carry materials, but not execute designs
- **Material Handling:** Large-grain powders, tactile materials, or flowers for visually impaired participants
- **Timing Flexibility:** Extensions granted on medical/functional grounds

### V. Arena Size & Layout

- **Arena Size:** 3×3 ft to 5×5 ft per participant
- **Surface:** Smooth, clean, non-slippery (preferably white/neutral background)
- **Spacing:** Minimum 3 ft between participants
- **Lighting:** Bright, uniform, glare-free
- **Seating/Rest Area:** Comfortable waiting zones for participants with special needs

### VI. Age Categories

- **Sub-Junior:** 8–12 years
- **Junior:** 13–17 years
- **Senior:** 18–25 years
- **Open:** 26 years and above
- **Special Ability Category:** All ages, subdivided into Visual Impairment, Physical Disability, Cognitive/Developmental Disabilities, and Mixed Ability (open)

### VII. Eligibility

- Open to participants worldwide

- **National events:** Citizen/resident for at least one year
- Valid ID and disability certificate (if applicable)
- Parental/guardian consent required for minors

## VIII. Competition Format

### On-Site Events

- **Pre-registration** required
- Participants bring their own materials unless otherwise specified
- **Duration:** 90 minutes to 2 hours (extensions for special ability categories)
- **Dedicated, accessible workspace** allotted to each participant

### Online Submissions

- High-resolution photographs of final artwork
- Optional 30–60 second video of creation process
- Written **theme description** (50–100 words)
- Signed **consent declaration**

## IX. Design Guidelines

- **Themes:** Heritage, Festivals, Unity in Diversity, Environment, Peace, Disability Empowerment, Global Harmony
- **Materials Allowed:** Coloured powders, rice flour, grains, flower petals, pulses, sand, eco-friendly substitutes
- **Prohibited:** Pre-drawn outlines, stencils, mechanical aids, paints unless biodegradable
- **Encouraged:** Use of natural/tactile materials for inclusivity

## X. Judging Panel

- **3–5 judges** from fine arts, folk arts, design, architecture, or disability arts
- **At least one member** must have expertise in **disability-inclusive arts**

## XI. Judging Criteria (100 Marks)

- **Creativity & Originality:** 25
- **Visual Appeal & Colour Harmony:** 20
- **Neatness & Finishing:** 20
- **Theme Relevance:** 20
- **Eco-friendliness & Innovation:** 15

*For visually impaired participants, tactile creativity and design symmetry are weighted equally.*

## **XII. General Rules & Legal Safeguards**

- Work must be **independently created**
- **No offensive, political, or disrespectful designs**
- Assistance only for **carrying materials**, not design execution
- Late arrivals or violations may lead to **disqualification**
- Participants retain **copyright**, granting organisers **non-exclusive rights** to document, promote, and exhibit designs
- **Jury decisions are final**; disputes resolved internally

## **XIII. Awards & Recognition**

- **Gold, Silver, Bronze** medals in each category
- **Special Recognition Awards** for innovation, inclusivity, and eco-friendly practices
- **Certificates of Participation** for all participants

## **XIV. Evolution of Rules**

These rules are designed to cover all major aspects of **international Rangoli and floor-art competitions for people with special abilities**. As this is a **living tradition**, the framework will evolve with **feedback, accessibility improvements, and global cultural integration**.

## 8

### Mehndi (Henna) Design Competitions

(for People with Special Abilities)

#### I. Introduction

Mehndi, or **Henna Art**, is one of the world's **oldest forms of body art**, carrying **cultural, artistic, and ceremonial significance** across civilizations. The **Modern Pythian Games** recognize Mehndi Design Competitions as a **global art form**, presented inclusively for **people with special abilities**.

These rules uphold **artistic integrity, international inclusiveness, accessibility, and fair evaluation**, evolving over time as the Games expand globally.

#### II. Global Naming and Cultural Variations

Mehndi is known by different names worldwide:

- **India, Pakistan, Bangladesh, Nepal, Sri Lanka:** Mehndi, Mehendi
- **Middle East & Arab Nations:** Henna, Hina
- **North & East Africa (Egypt, Sudan, Morocco, Tunisia, Somalia, Ethiopia):** Laḥnī, Henna Body Art
- **West Africa (Nigeria, Ghana, Senegal, Mali):** Adorned Henna, Tribal Henna
- **Europe (France, UK, Germany, Italy, Spain, Russia):** Henna Design, Temporary Body Art
- **China & East Asia (China, Japan, Korea):** He Na Hua (合那花), Temporary Ink Art
- **Central Asia (Kazakhstan, Uzbekistan, Turkmenistan):** Kina Design
- **Latin America (Brazil, Mexico, Argentina, Peru):** Arte de Henna
- **North America (USA, Canada):** Henna Tattoo Art

These terms are **interchangeable** in the Pythian Games framework to ensure **cultural inclusivity**.

#### III. Categories of Competition

1. **Traditional Mehndi Patterns** – Floral, paisley, and heritage motifs
2. **Contemporary Henna Art** – Modern, abstract, and fusion styles
3. **Cultural Storytelling through Mehndi** – Designs representing legends, folklore, or heritage
4. **Inclusive Expression Category** – Specifically for participants with special abilities, with **assistive support** and **flexible formats**

#### IV. Arena and Space Requirements

- **Individual Participants:** Minimum 12 × 12 ft arena
- **Group Competitions / Live Demonstrations:** Minimum 20 × 20 ft arena
- **Accessibility:** Ramps, seating adjustments, ergonomic workstations
- **Lighting:** Soft yet sufficient, adjustable lamps preferred; natural light recommended
- **Quiet Zones:** For participants requiring reduced sensory environments

#### V. Materials and Equipment

- **Permitted:** Natural, non-toxic henna or approved safe colouring substances
- **Tools:** Participants may bring cones, brushes, or stencils complying with safety regulations
- **Assistive Devices:** Modified cones, holders, applicators for participants with limited motor functions
- **Hygiene:** Disposable gloves, wipes, and cleaning agents provided

#### VI. Rules of Participation

1. Advance **registration** via national or international Pythian Games platforms
2. **Special provisions** for visually impaired, hearing-impaired, and physically challenged participants, including interpreters and adaptive devices
3. **Time limits:** 45 minutes to 2 hours depending on category complexity
4. **Assistance:** Allowed only for preparing materials; design execution must be done solely by the participant
5. **Themes:** May be announced in advance or given on the spot

#### VII. Judging Criteria

The international jury evaluates participants on:

- **Creativity & Originality** – Innovation and uniqueness
- **Cultural Relevance** – Reflection of tradition or storytelling
- **Technique & Precision** – Line quality, neatness, application control
- **Accessibility & Adaptability** – Use of adaptive methods
- **Overall Presentation** – Aesthetic appeal, completion, visual balance

*Adjustments will be made to ensure fairness for participants with special abilities.*

#### VIII. Jury Panel Format

- **Composition:** 3–5 judges representing diverse Henna art traditions
- **Inclusion:** At least one expert in **adaptive arts** for special ability participants
- **Decision:** Jury decisions are final, with **individual feedback** provided

#### IX. Ethical and Legal Standards

- **Prohibited:** Harmful chemicals, black henna, or unsafe materials

- Respect for **cultural and religious sensitivities** in themes
- **Liability coverage** and safety compliance ensured by organizers
- **Dignity and empowerment** of participants prioritized.

These regulations are framed considering **artistic, cultural, legal, and accessibility aspects**. As Mehndi Art evolves globally and the Games gain experience in **inclusive competitions**, the rules will be **reviewed and updated regularly** to maintain **relevance, fairness, and accessibility**.

## 9

# **Storytelling Competitions** (for People with Special Abilities)

### I. Introduction

Storytelling is one of the **oldest and most inclusive art forms** of humanity. From **oral traditions in Africa, folk narratives of Europe, epics of India, parables of China, to legends of Russia**, every culture preserves its identity through stories.

The **Modern Pythian Games** establish international rules for **Storytelling Competitions for People with Special Abilities**, ensuring **fairness, accessibility, and cultural inclusivity**. These rules are designed to **celebrate talent, promote diversity, and give equal opportunities** to storytellers globally. They will evolve with time to accommodate emerging formats and needs.

### II. International Naming References

Storytelling takes various forms across regions:

- **Africa:** Oral Narratives, Griot Traditions, Praise Poetry
- **Europe:** Märchen (Germany), Conte (France), Folktale Nights (UK), Saga (Nordic Countries)
- **China:** Shuochang (story-singing), Pingshu (traditional narrative art)
- **Russia:** Skazki (folk tales), Byliny (epic songs)
- **India:** Katha, Dastangoi, Lok Kathayein
- **Middle East:** Hikayat, Qissa, Majlis storytelling
- **Latin America:** Cuentos, Leyendas
- **USA & Canada:** Native Story Circles, Oral History Performances
- **Other regions:** Islander Legends (Pacific), Dreamtime Stories (Australia)

The **Modern Pythian Games** recognize all these formats as valid **storytelling traditions**.

### III. Categories of Participation

Competitions are inclusive of diverse abilities:

- **Visual Impairments:** Oral narration, rhythmic storytelling, use of music or assistive devices

- **Hearing Impairments:** Sign-language storytelling, visual performance, mime-based narration
- **Physical Disabilities:** Seated storytelling, adapted performance spaces, multimedia assistance
- **Neurodiverse Participants:** Expressive storytelling through speech, art, gesture, or digital aids
- **Open Mixed Category:** Collaborative performances between different abilities

#### IV. Arena and Venue Requirements

Minimum standards for accessibility and comfort:

- **Arena Size:** 10 × 12 ft (3 × 4 m) for individual performers; 15 × 20 ft (5 × 6 m) for groups
- **Accessibility:** Wheelchair ramps, wide entryways, tactile flooring, accessible seating
- **Acoustics:** Clear sound systems, adjustable microphones, assistive listening devices
- **Visual Support:** Projectors or LED screens for sign-language, subtitles, or visual storytelling aids
- **Lighting:** Adequate, soft, non-distracting light for sensory-sensitive participants
- **Audience Capacity:** 100–200 spectators with inclusive access

#### V. Rules of Competition

1. Individual stories: 5–10 minutes; group stories: 10–15 minutes
2. Stories may be traditional, folk, historical, or original, respecting cultural and ethical norms
3. Assistive technologies permitted (screen readers, voice amplifiers, sign interpreters)
4. Costumes, props, and musical instruments allowed if safe
5. Speech-challenged participants may present via recorded voice, assistive devices, or collaborative narration
6. Languages: native, regional, or international; translations/subtitles encouraged
7. Plagiarism or offensive content is prohibited
8. Timing must be strictly followed; penalties for overruns

#### VI. Judging Criteria

Evaluation is based on:

- **Content & Creativity:** Originality, cultural depth, relevance
- **Delivery & Expression:** Clarity, style, gestures, or sign expression
- **Engagement:** Connection with the audience
- **Adaptation of Ability:** Use of personal strengths, assistive tools, or unique methods
- **Impact:** Emotional, cultural, or social value

*All criteria carry equal weight for fairness across diverse abilities.*

#### VII. Jury Panel Format

- 3–5 experts including cultural historians, performance artists, disability inclusion experts, and international storytelling practitioners
- At least one member must represent the **community of persons with disabilities**
- Jury decisions are **final, impartial, and binding**

#### VIII. Ethical and Legal Provisions

- Participation must be **voluntary and dignified**
- Intellectual property rights of storytellers are respected
- Organizers are not liable beyond the competition arrangements
- Recording requires **prior consent** from participants

#### IX. Evolution of Rules

These regulations are drafted to ensure **accessibility, fairness, and international cultural recognition**. The **art of storytelling** continues to evolve, and future editions may expand categories, adjust judging formats, and update arena requirements to **meet global standards**.

## **Sculpturing and Clay Modelling Competitions** (for People with Special Abilities)

### I. Introduction

Sculpturing and clay modelling are among the **most ancient and universal human art forms**. From the **terracotta traditions of China, Africa, and India** to the **marble sculpting heritage of Greece, Italy, and Russia**, communities worldwide have celebrated these art forms.

The **Modern Pythian Games** elevate sculpturing and clay modelling into structured competitions for **people with special abilities**, ensuring **inclusivity, accessibility, and dignity**. These rules are comprehensive but will continue to evolve with **time, experience, and feedback**.

### II. Global Nomenclature of Competitions

Different regions recognize sculpturing and clay modelling under varied cultural terms:

- **India & South Asia:** Mūrti Kala (Idol Making), Mṛttikā Shilpa, Clay Modelling
- **China:** Táotǔ (陶土 – pottery and clay sculpture), Xiàngsù (象塑 – figurative sculpture)
- **Japan:** Netsuke Carving, Doro Shitsurai (Clay Modelling)
- **Africa:** Terracotta Traditions (e.g., Nok culture, Nigeria), Wood & Clay Figurines, Sandstone Carving
- **Europe:** Sculpture, Figurative Modelling, Relief Work
- **Italy & Greece:** Marmo e Terracotta (Marble & Terracotta), Plastico
- **Russia:** Skul'ptura (Скульптура – sculpture in stone, metal, and clay)
- **Latin America:** Barro Tradicional, Escultura Popular
- **Middle East:** Fann al-Tamāthīl (التمائيل فن – art of statues and sculptures)

The **Modern Pythian Games** embrace all these terms under one global framework.

### III. Objectives

1. Provide a **global platform** for specially-abled artists to demonstrate creativity.

2. Promote **cross-cultural exchange** and celebrate diverse sculptural traditions.
3. Establish **standardized rules** ensuring fairness, accessibility, and inclusivity.
4. Create **awareness and recognition** of the abilities of differently-abled individuals.

#### IV. Competition Categories

- **Clay Modelling (Traditional & Contemporary):** Use of natural or synthetic clay to create artistic forms
- **Sculpturing (Stone, Wood, Alternative Mediums):** Inclusive of soft-stone carving, wood shaping, and mixed media
- **Relief Sculpture and Mural Work:** Flat or semi-flat designs using clay or other materials
- **Miniature Sculpting:** Small-scale models, terracotta figurines, symbolic forms
- **Adaptive Sculpturing:** Use of prosthetics, assistive devices, or digital aids for differently-abled participants

#### V. Eligibility

- Open to **all persons with special abilities**, irrespective of nationality, age, or gender
- Age categories may include:
  - **Junior:** Up to 18 years
  - **Senior:** 19–40 years
  - **Master:** 41 years and above
- Participants must be registered through **national Pythian councils, associations, or recognized cultural organizations**

#### VI. Arena, Space, and Facilities Requirements

1. **Arena Size:**
  - Individual: Minimum 2 × 2 meters per participant
  - Group/Team: Minimum 5 × 5 meters
2. **Accessibility:**
  - Wheelchair-friendly flooring and pathways
  - Adjustable-height tables and stands
  - Adequate seating and rest facilities
3. **Lighting & Ventilation:**
  - Natural or artificial lighting sufficient for detailed work
  - Well-ventilated or climate-controlled environment
4. **Tools & Materials:**
  - Basic sculpturing/clay tools may be provided
  - Participants may bring personal tools with prior approval

- Only non-toxic and safe materials permitted
- 5. **Time Allotment:**
  - Minimum 3–6 hours depending on category
  - Multi-day competitions may be scheduled for large works

## VII. Competition Rules

1. All works must be **original** and created during the competition
2. Assistance allowed **only for physical support**, not artistic contribution
3. Themes may be **jury-assigned or participant-selected**
4. No use of **pre-moulded or machine-made parts**
5. Judges may disqualify entries that:
  - Violate **ethical, cultural, or environmental sensitivities**
  - Use **unsafe or prohibited materials**

## VIII. Judging Criteria

- **Creativity and Originality: 25%**
- **Artistic Expression and Detailing: 25%**
- **Technical Skill: 20%**
- **Relevance to Theme / Cultural Significance: 20%**
- **Overall Presentation & Finish: 10%**

*Judging panels include artists, cultural experts, and disability inclusion representatives.*

## IX. Jury Format

- **National Level:** 3–5-member jury
- **International Level:** 5–7-member jury including at least **one representative from the disability community** and **one international art expert**
- Jury decisions are **final and binding**

## X. General Ethical and Legal Rules

- Respect for **cultural, religious, and national sensitivities** is mandatory
- Works promoting **hate, violence, or indecency** will be rejected
- Organizers provide **insurance and safe working environments**
- **Intellectual property** of the artist remains with the creator

## XI. Evolution of Rules

These rules are framed by the **Modern Pythian Games**, considering **global sculpturing and clay modelling traditions** and the **needs of people with special abilities**. They are **dynamic** and will evolve with **global participation, feedback, and technological advancements**.

# 10



## Reel Making Competitions

(for People with Special Abilities)

### I. Introduction

The **Modern Pythian Games** recognize the power of short creative videos—commonly called “**reels**”—as a universal cultural medium. For persons with special abilities, reel-making provides a vibrant platform for **expression, inclusion, and global participation**.

These rules ensure **accessibility, cultural diversity, fairness, and dignity** while allowing the framework to **evolve with time and technological advances**.

### II. Global Naming Variations

Reel-making competitions are known by different names worldwide:

- **Africa:** Creative Clips Challenge, Shorts Competitions (Nigeria, South Africa, Kenya)
- **Europe:** Video Shorts Contest (UK), Creative Mini-Films (France), K rzt  Videos (Germany), Arte Corto (Spain)
- **Russia & CIS:** Короткие Видео Соревнования (Korotkie Video Sorevnovaniya)
- **China:** 短视频比赛 (Duan Shipin Bisai)
- **South Asia:** Reel Competitions (India, Pakistan), Mini-Creative Challenges (Nepal), Digital Shorts (Sri Lanka)
- **Middle East:** Mukhtasar Aflam (Short Films)
- **Americas:** Reel Battles (USA), Short Creatives (Canada), Miniclip Cultural Challenges (Latin America)

All such names are **recognized under the Pythian Reel Making Competitions for People with Special Abilities**.

### III. Categories of Participation

- **Visual Creativity Reels:** Art, painting, photography, visual storytelling
- **Performance Reels:** Dance, singing, mimicry, acting, cultural expressions
- **Cultural Heritage Reels:** Traditional games, costumes, languages, crafts, folklore

- **Inspirational Reels:** Personal achievements, motivational content, awareness reels
- **Experimental Digital Reels:** Animation, graphics, technology-driven creativity

#### IV. Arena & Technical Requirements

- **Arena Size:**
  - Individual: 12 × 12 ft minimum
  - Group: Up to 20 × 20 ft
  - Expanded space for mobility-assisted participants
- **Lighting & Sound:**
  - Accessible lighting, adjustable sound levels, captioning support
  - Noise-free recording for sensitive categories
- **Recording Support:**
  - HD cameras or mobile devices (minimum 1080p)
  - Accessibility features like voice command operation, tripod stands, remote recording
- **Time Limit:** 30–90 seconds (up to 120 seconds for cultural reels)
- **File Formats:** MP4, MOV, or equivalent

#### V. Rules of Participation

1. Participants must be **persons with special abilities** (physical, sensory, intellectual, or multiple categories)
2. Submissions must be **original, creative, and non-offensive**
3. Culturally disrespectful, discriminatory, or violent content is prohibited
4. Reels may be in native languages with **subtitles for international judging**
5. Props, costumes, and cultural expressions are encouraged but **must be safe**
6. Assistance from guides, sign-language interpreters, or caretakers is allowed
7. Each participant may submit a **maximum of two reels per category**

#### VI. Judging Criteria

- **Creativity and Originality:** 25%
- **Technical Quality:** 20%
- **Expression of Cultural, Artistic, or Inspirational Value:** 30%
- **Accessibility and Inclusiveness:** 15%
- **Overall Impact:** 10%

*Judges include experts from arts, culture, disability studies, media, and Pythian representatives globally.*

#### VII. Jury Format

- International jury of **5–7 members**
- At least **one member with special abilities**
- Decisions are **final and binding**

#### VIII. Ethical & Legal Framework

- Copyright remains with the creator; Pythian Games may **showcase reels for promotion**
- Participants must **consent to the use of content**
- Content violating child protection, human dignity, or digital laws will be **disqualified**

## **IX. Awards & Recognition**

- Certificates and awards at **national and international levels**
- Special awards for:
  - Best Cultural Heritage Reel
  - Best Inspirational Reel
  - Best Accessibility Effort
- Recognized reels promoted on **Pythian digital platforms**

## **X. Evolution of Rules**

Rules will **adapt with technology, creativity, and cultural diversity**, in consultation with experts, participants, and partner organizations.

## Photography Competitions

(for People with Special Abilities)

### I. Introduction & Global Identity

Photography is a **universal storytelling art**, capturing culture, emotion, and human spirit. Globally, it is recognized by diverse names:

- **Europe & USA:** Photographic Art
- **Canada:** Visual Capture
- **Latin America:** Light Painting
- **India & South Asia:** Chhaya-Kala / Lens Art
- **Africa:** Image Narratives
- **East Asia:** Digital Eye Art
- **Russia & Eastern Europe:** Obraznoye Iskusstvo / Svetopis
- **Middle East:** Lens Narratives
- **Oceania & Pacific Islands:** Cultural Memory Capture

Under the **Modern Pythian Games**, photography unites nations, peoples, and abilities. Differently-abled and para photographers are recognized as **equal storytellers**.

### II. Inclusion of Artists with Special Abilities

- **Adaptive equipment** for mobility-challenged photographers
- **Assistive and tactile tools** for visually impaired photographers
- Support systems for **neurodiverse artists**
- Dedicated space for **Para and Disabled Artists**
- Awards such as **Best Para Photographer** at each level

### III. Competition Formats

#### Offline Mode:

- Exhibitions at local, regional, national, and international levels
- Printed or digital submissions
- Live presentations or storytelling sessions

### Online Mode:

- Submission via official Pythian Games portal or app
- Jury evaluations and audience voting
- Virtual galleries for global accessibility

### IV. Arena Size & Technical Requirements

- **Offline:** Minimum 300 sq.m. halls, up to 2000 sq.m. for international events
- **Accessibility:** Ramps, wheelchair-access, tactile signage, resting zones
- **Display:** Screens  $\geq 50$  inches or HD 1080p projectors
- **Lighting:** Adjustable and non-intrusive
- **Online:** Support high-resolution uploads ( $\geq 300$  dpi), multilingual accessibility

### V. Eligibility

- Open to all **nationalities, genders, and abilities**
- Age groups:
  - Junior: 12–17
  - Youth: 18–25
  - Senior: 26–45
  - Masters: 46+
- Amateurs and professionals; declaration required
- **1–3 photographs per theme**

### VI. Competition Categories

1. Nature & Wildlife Photography
2. Portrait & Personality Art
3. Street Life & Human Stories
4. Heritage & Cultural Memory
5. Black & White / Monochrome Art
6. Photojournalism & Social Impact
7. Experimental & Abstract Photography
8. Mobile Photography
9. Drone & Aerial Photography
10. Thematic Series (3–5 images)
11. Para Lens Perspective (exclusive for artists with disabilities)

### VII. Judging Criteria (100 Marks)

- Creativity & Originality: 25
- Technical Skill (focus, exposure, clarity): 20
- Theme Relevance: 20
- Emotional Impact: 15
- Innovation & Conceptual Strength: 10

- Public Appeal (audience vote): 10

### VIII. Jury Panel & Voting

- Eminent photographers, critics, cultural curators, and communication experts
- At least **one disability arts expert**
- Public voting contributes up to **10 marks** via physical, online, or SMS voting

### IX. Awards & Recognition

- Gold, Silver, Bronze medals at each level
- Certificates for all valid entries
- Special Jury Awards for creativity and cultural impact
- Best Para Photographer Award
- Audience Choice Award
- Showcase in:
  - Annual Pythian Games Artbook
  - International Exhibitions
  - Digital Pythian Gallery

### X. General Rules & Ethical Guidelines

1. Only original photographs taken by the participant
2. Plagiarism, stock photos, or AI-generated images disallowed unless declared under "experimental"
3. Minor edits (contrast, cropping, color correction) allowed
4. Entries must respect **human dignity**
5. Written consent for identifiable individuals in photos
6. JPEG/PNG format, minimum 300 dpi
7. Titles and descriptions (≤100 words) required
8. Winning entries added to **Pythian Games Photo Archive** with credit retained

### XI. Evolution of Rules

Rules are framed with **inclusivity and international standards** in mind. As photography evolves, these rules will **adapt** to remain fair, globally relevant, and accessible for people with special abilities.

## 12

# Creative Writing Competition

(for People with Special Abilities)

### 1. Introduction and Historical Background

Creative writing has always been a universal language of imagination. From the ancient epics of Africa and Asia, to the folk tales of Europe, the oral traditions of Indigenous peoples, and the storytelling circles of Latin America, writing and narration have been a way for humanity to share its dreams, struggles, and identities.

In line with the legacy of the Ancient Pythian Games—which honored both arts and athletics—the Modern Pythian Games recognize **Creative Writing** as a competitive cultural discipline, open equally to writers of all abilities, including those with special needs. This competition provides a global stage where people with physical, sensory, cognitive, or learning disabilities can express themselves with dignity, fairness, and accessibility.

### 2. Global Names of Creative Writing Competitions

Creative writing is known by many names worldwide, reflecting linguistic and cultural diversity:

- **Africa:** Storytelling, Oral Literature Competitions, Modern Folktale Writing
- **Russia & CIS:** Художественное письмо (*Khudozhestvennoye Pis'mo* – *Artistic Writing*)
- **USA/UK/Canada:** Creative Writing / Short Story Writing
- **France:** Écriture Créative
- **Germany:** Kreatives Schreiben
- **Spain & Latin America:** Escritura Creativa
- **China:** 创意写作 (*Chuàngyì Xiězuò*)
- **Japan:** 創作文 (*Sōsaku-bun*)
- **India:** रचनात्मक लेखन (*Rachnatmak Lekhan*)
- **Middle East:** الإبداعية الكتابة (*Al-Kitābah al-Ibdā'īyah*)
- **South-East Asia:** Penulisan Kreatif / Cerita Kreatif

The Pythian Games honor and include all these global traditions under one framework.

### 3. Vision and Objectives

The Creative Writing Competition aims to:

- Provide an inclusive and accessible platform for writers with special abilities.
- Encourage cross-cultural dialogue through shared narratives.
- Recognize creative writing as both a literary art and a competitive discipline.
- Offer equal opportunities and adapted facilities to writers of all abilities.

#### 4. Arena and Event Setup

Competitions may be conducted both **online and offline**.

- **Offline:** Accessible halls (100 sq. m or more), ramps, Braille materials, sign-language interpreters, and assistive technology for visually/hearing-impaired participants.
- **Online:** Multilingual Pythian portal with accessibility features such as dictation input, screen-reader compatibility, and simplified navigation.

#### 5. Age and Ability Categories

- Sub-Junior (8–12 years)
- Junior (13–17 years)
- Senior (18–25 years)
- Open (26+ years)

**Special Ability Divisions:** Physical Disability, Visual Impairment, Hearing/Speech Impairment, Cognitive or Learning Disabilities, Neurodiverse Writers.

#### 6. Eligibility

- Open to all nationalities.
- Proof of age and disability certification (if applicable).
- Parental consent required for minors.

#### 7. Accepted Formats

- Short Story
- Personal/Reflective Narrative
- Flash Fiction
- Children’s Story
- Fictional Diary/Letter

*(Poetry and essays are separate Pythian categories.)*

#### 8. Writing Guidelines

- **Word limits:**
  - Sub-Junior: 300–400
  - Junior: 500–700
  - Senior: 700–900

- Open: 900–1200
- **Languages:** English, Hindi, or any approved regional language.
- Braille entries, audio dictations, or digitally transcribed works are allowed.

## 9. Judging Criteria

- Originality and Creative Thought – 25
- Narrative Structure – 20
- Language Style – 20
- Emotional Impact – 20
- Overall Presentation – 15

## 10. Awards and Recognition

- Gold, Silver, Bronze Medals + Certificates
- Special Certificates for finalists and participants
- Selected works may be published in the **Pythian Literary Anthology**.

## 11. Evolution of Rules

The rules will evolve with new accessibility tools, cultural changes, and creative practices, ensuring fairness and global relevance.

## 13

### Cultural Quiz Competition

(for People with Special Abilities)

#### Introduction

The Cultural Quiz of the Modern Pythian Games is a unique platform celebrating knowledge of **world cultures, heritage, traditions, literature, mythology, history, art, and music**. It fosters awareness, inclusivity, and pride in cultural identity.

This competition welcomes all participants, with adapted provisions for persons with special abilities—ensuring fair access through assistive technologies and inclusive jury practices.

#### International Names

Cultural quiz contests take many forms globally:

- **India** – Sanskriti Gyan Pratiyogita
- **Russia** – Культурная Викторина (*Kul'turnaya Viktorina*)
- **China** – 文化知识竞赛 (*Wénhuà Zhīshì Jìngsài*)
- **Japan** – 文化クイズ (*Bunka Kuizu*)
- **France** – Quiz Culturel
- **Spain** – Concurso Cultural
- **Germany** – Kulturquiz
- **Italy** – Quiz Culturale
- **Greece** – Πολιτιστικό Κουίζ
- **USA/UK** – Cultural Intelligence Challenge
- **Nigeria & West Africa** – Heritage Quiz
- **Middle East** – العامة الثقافة مسابقة (*Musabaqat al-Thaqafa al-Amma*)
- **Latin America** – Concurso de Cultura

All are unified under the **Pythian Cultural Quiz** framework.

#### Formats of Competition

- **Online:** Virtual platforms with screen-reader support, captioning, and voice-enabled systems.
- **Offline:** Accessible quiz halls (15m x 20m), ramps, tactile aids, interpreters, projectors, and digital pads.

## Eligibility and Divisions

- Open to all individuals aged **10+ years**.
- Categories:
  - Junior (10–17)
  - Senior (18–39)
  - Veteran (40+)
  - Para Division (all ages with disabilities).

## Structure of Competition

- **Preliminary Round:** Objective questions on culture, art, and heritage.
- **Semi-Finals:** Thematic rounds (mythology, literature, performing arts, monuments).
- **Final Round:** Rapid-fire, audio-visual identifications, picture-based challenges.

**Team Format:** Individual or Team of 2. Para participants may take assistive help.

## Jury and Scoring

- **Jury:** 3–5 experts (at least one in disability inclusion).
- **Scoring:** Difficulty-based (1–5 points). Extra time allowed for para participants.

## Rules and Regulations

- Fair play and code of conduct mandatory.
- No offensive remarks or cheating.
- Appeals allowed within 30 minutes of results.
- English is the default language, with local language options in regional rounds.

## Awards and Recognition

- Gold Medal – Cultural Excellence Champion
- Silver Medal – Runner-Up
- Bronze Medal – Second Runner-Up
- Official E-Certificates for all finalists
- Recognition on the Pythian Games platform

The Cultural Quiz has been designed to be globally inclusive, ethical, and adaptive. With evolving technology and cultural needs, the rules will continue to adapt, ensuring this remains a true celebration of knowledge, dignity, and human diversity.

## 14



### Culinary Arts Competition

(for People with Special Abilities)

#### 1. Introduction

Cooking is a **universal language** — a form of art that connects cultures, reflects traditions, and celebrates human creativity.

Across the world, culinary artistry is known by many names:

 *Gastronomie* (France), *Kulinarik* (Germany), *Cocina* (Spain), *Cucina* (Italy), *Kulinariya* (Russia), *Chūfáng Yìshù* (China), *Ryōri Geijutsu* (Japan), *Pak Kalaa* (India), *Mahlkunst* (Switzerland), *Matlagning Konst* (Sweden), and *Ujiko* (Kenya).

The **Pythian International Culinary Arts Competition** celebrates culinary talent among individuals with special abilities, promoting inclusivity, cultural diversity, and innovation.

**Note:** These rules are dynamic and will evolve with time, adapting to new trends, accessibility innovations, and global standards.

#### 2. Eligibility

- Open to **all genders, cultures, and backgrounds**.
- Age Divisions:
  - ☐ *Sub Junior*: Below 12 years
  -  *Junior*: 13–17 years
  -  *Youth*: 18–25 years
  - ☐ *Senior*: 26–59 years
  -  *Masters*: 60 years and above
  -  *Para Chefs*: All age groups with disabilities
- Participants may be:
  - Home cooks
  - Culinary students
  - Professional chefs

⚠ Each participant must prepare their dish independently. Assistance is **not allowed**, except in declared team categories.

### 3. Competition Format

#### Offline Mode

 On-ground cooking in a fully accessible arena under a strict time limit.

#### Online Mode

 Pre-recorded or live cooking demonstration submitted via video (recipe, process, final plating).

#### Arena Setup

- Minimum **10m × 10m** per participant/team.
-  Wheelchair-accessible and adapted workstations.
- Standard cooking tools, induction cooktops, fire safety, ventilation.
- First-aid and hygiene compliance mandatory.

### 4. Themes & Categories

Participants may compete in one or more categories:

-  Traditional / Regional Dish
-  Street Food Innovation
-  Fusion Cuisine
-  Healthy / Organic / Vegan Cooking
-  Dessert Special
-  Live Mystery Basket Challenge

### 5. Judging Panel

The jury shall consist of:

-  Renowned international chefs
-  Culinary critics or food writers
-  Nutritionists (health-focused categories)
-  Cultural food ambassadors
-  One neutral Pythian Council member

 **Principle:** Judges remain impartial, with no personal connections to contestants.

### 6. Public Opinion (Optional)

-  Mobile app or website voting
-  SMS-based voting
-  Audience hand-raise (onsite finals)

*Public votes add flavor, but do not decide final scores.*

## 7. Judging Criteria (100 Marks)

- Taste & Flavor – 30 points
- Presentation & Creativity – 20 points
- Cooking Technique – 15 points
- Hygiene & Cleanliness – 10 points
- Theme Relevance – 10 points
- Time Management – 5 points
- Nutritional Value – 5 points
- Ingredient Usage – 5 points

 for online entries, video clarity, narration, and demonstration will also be assessed.

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## 8. Awards & Recognition

-  Gold,  Silver,  Bronze medals in each category
- Special Awards:
  -  Best Traditional Dish
  -  Most Innovative Recipe
  -  Health Champion Award
  -  People's Choice Award

 All participants receive **e-certificates**.

☆ Top performers may be invited for **international culinary exhibitions, masterclasses, and media features**.

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## 9. Transparency & Neutrality

- All judging sheets are signed and sealed.
- Scores are independently compiled and averaged.
-  Direct contact with judges is prohibited.
- Disputes resolved by a **neutral advisory panel**.

# 15

## Stand-Up Comedy Competitions

(for People with Special Abilities)

### 1. Introduction

Stand-up comedy is a universal form of performing arts that combines storytelling, humour, and audience engagement. For participants with special abilities, this platform allows expression, creativity, and confidence-building.

Across the globe, stand-up comedy is known by different names:

- **United States / Canada:** Stand-Up Comedy
- **United Kingdom / Ireland:** Stand-Up
- **Germany:** Kabarett (though traditionally more satirical)
- **France:** Humour Debout
- **Spain / Latin America:** Monólogo Cómico
- **Italy:** Commedia Stand-Up
- **China:** 单口相声 (Dānkǒu Xiàngshēng – solo comedic performance)
- **Russia:** Соло Комедия (Solo Komediya)
- **South Africa / Africa:** Comedy Solo or One-Man/One-Woman Show

### 2. Purpose

The competition aims to:

- Provide a professional and inclusive platform for comedians with physical, intellectual, or sensory disabilities.
- Encourage cultural diversity and global exchange of humor.
- Develop confidence, public speaking, and adaptive performance skills among participants.

### 3. Arena and Infrastructure Requirements

- **Stage Dimensions:** Minimum 6 meters wide × 4 meters deep × 3 meters high.
- **Accessibility:** Stage access via ramps or lifts; backstage and audience areas must be wheelchair accessible.
- **Audience Area:** Minimum 50–500 seats depending on scale; sightlines must accommodate wheelchairs.
- **Lighting & Sound:** Adjustable, non-distracting stage lighting; clear audio system with hearing-assistive technology if needed.
- **Safety Measures:** Anti-slip flooring, emergency medical assistance onsite, fire safety compliance, and safe electrical installations.
- **Virtual Formats:** Online events can utilize pre-recorded or live-streamed performances; digital accessibility tools such as captioning or sign language interpretation are mandatory.

#### 4. Competition Formats

Stand-up comedy competitions may include:

- **Solo Performance:** Individual comedian performs for 3–7 minutes.
- **Tag-Team Comedy:** Two performers perform sequentially, alternating punchlines, with each performance lasting 5–10 minutes.
- **Thematic Comedy:** Participants present a comedic routine based on a pre-determined theme announced prior to the competition.
- **Inclusive Improvisation:** Participants engage in short, improvised scenarios with guidance prompts, lasting 3–5 minutes per round.

#### 5. Participant Eligibility

- Open to all participants with special abilities, including:
  - Physical disabilities (wheelchair users, mobility limitations)
  - Sensory disabilities (hearing, vision, speech impairments)
  - Intellectual disabilities (mild to moderate cognitive impairments)
- **Age Categories:** Children (under 14), Youth (15–25), Adults (26–59), Seniors (60+).
- Participants must submit proof of age and disability for verification during registration.

#### 6. Team and Individual Composition

- Solo performers are allowed.
- For tag-team formats, two performers may participate together; mixed-gender participation encouraged.
- Substitutions are permitted only between rounds in extended competitions.

#### 7. Rules and Regulations

- Performances must be original and safe for all audiences. Offensive, discriminatory, or harmful content is strictly prohibited.
- Comedians may use microphones, props, or assistive devices as required.

- Total performance time must not exceed allocated limits; penalties may apply for overruns.
- For virtual performances, participants must ensure proper framing, lighting, and audio clarity.

## **8. Judging and Jury Panel**

- Jury panel includes experts in performing arts, disability inclusion specialists, and Pythian Games representatives.
- Judging Criteria:
  - Creativity and originality
  - Humour and audience engagement
  - Expression and delivery
  - Use of adaptive techniques to enhance performance
  - Compliance with rules and time limits
- Decisions of the jury are final; appeals can be submitted within 24 hours of the performance with documented evidence of procedural violations.

## **9. Scoring System**

- Each performance scored on a scale of 1–10 across five criteria: creativity, humor, delivery, audience engagement, and adaptation.
- Maximum possible score: 50 points.
- Highest cumulative score wins; in case of a tie, a 2-minute improvisational round determines the winner.

## **10. Safety and Ethical Guidelines**

- Safety, dignity, and respect for all participants are paramount.
- Participants are encouraged to warm up and rehearse within safe environments.
- Medical personnel must be present during live events.
- Unsportsmanlike conduct, discrimination, or harassment results in immediate disqualification.

## **11. Dress Code**

- Comfortable attire suitable for stage performance.
- Cultural sensitivity in costume and presentation is required.
- Adaptive equipment must be safely secured and not obstruct movement of other performers.

## **12. Media Rights**

- All photography, video, and broadcasting rights are exclusively reserved by the Pythian Games organization.
- Content may be used for promotion, live streaming, and archival purposes.

### **13. Awards and Recognition**

- Winners receive Gold, Silver, and Bronze medals or trophies.
- Participation certificates provided to all performers.
- Special awards may recognize outstanding creativity, best adaptive use of props, or audience favourite.

### **14. Registration and Selection**

- Registration is online via [www.pythiangames.org](http://www.pythiangames.org).
- Participants submit personal details, proof of disability, and a short demo video for initial evaluation.
- Selected participants are invited for live or virtual competition rounds.

### **15. International Recognition and Adaptation**

These rules are designed to align with international standards while remaining flexible to cultural and regional variations:

- France: Humour Debout
- Germany: Kabarett
- Spain: Monólogo Cómico
- Italy: Commedia Stand-Up
- Russia: Соло Комедия
- China: 单口相声
- South Africa: Comedy Solo
- Latin America: Monólogo Cómico

These competitions under the Pythian Games framework are committed to evolving over time, incorporating technological advancements, adaptive techniques, and cultural feedback to ensure inclusivity and excellence.