

Dance Competitions

1. Introduction and Historical Background

Dance is among the oldest and most profound forms of human expression. Across civilizations, it has been used to celebrate victories, narrate epics, conduct rituals, and convey deep emotions. In ancient Greece, dance held a prestigious role in Pythian celebrations, honoring Apollo through rhythm and movement.

The Modern Pythian Games revive this heritage by recognising dance as a cultural competition—equal in importance to music, poetry, and traditional sports. These Games aim to bring dancers from across the world onto one global platform, promoting peace, unity, and respect for cultural diversity.

2. Vision of the Modern Pythian Games (Dance)

To position dance as a global cultural game, accessible both online and offline, and celebrate the richness of global traditions, creativity, and heritage. The vision is to:

- Foster international peace and friendship through artistic exchange.
- Preserve traditional dance forms while encouraging innovation within cultural boundaries.
- Create a democratic platform for identifying and nurturing dance talent worldwide.

3. Dance Categories

Accepted Styles

Participants may perform in any of the following broad categories:

1. Indian Classical Dances

Bharatanatyam, Kathak, Odissi, Kuchipudi, Mohiniattam, Kathakali, Sattriya, Manipuri

2. Indian Folk Dances

Bhangra, Giddha, Garba, Dandiya, Ghoomar, Lavani, Ottanthullal, Bihu, Dollu Kunitha, Chhau, Karagam and others.

3. Tribal and Indigenous Dances

Santhal, Sambalpuri, Nagamese, Garo, Khasi, Kalbeliya, and regionally documented tribal forms.

4. International Traditional & Cultural Dances

Ballet, Salsa, Tango, Hip-hop, Jazz, Flamenco, Waltz, Cha-cha, Bachata, Irish Step, Hula, Greek Zorba, Filipino folk, Thai classical, Russian folk dances such as Barynya, Khorovod, Kalinka, Troika.

5. Permitted Additional Forms

Contemporary, fusion, semi-classical, and stylized original creations—subject to prior approval.

4. Global Names and Reach of Dance Forms

Many dance forms are globally recognised under different names and adapted into local traditions. For example:

- Ballet: Practised globally with Russian variations like Vaganova and French-Italian forms.
- Bhangra: Popular across India, Pakistan, UK, Canada, USA.
- Salsa and Bachata: Widely performed across Latin America, USA, Europe, and Asia.
- Hip-hop: Globally present in urban youth cultures in over 100 countries.
- Russian Folk Dances: Known as Barynya, Kalinka, Troika in Russia, and influence traditional performances in Eastern European nations.
- Greek Zorba: Performed across Greece and Greek communities worldwide.

It is estimated that structured traditional and cultural dance forms are actively practised in over 120 countries.

5. Competition Format

a. Categories

Both Solo and Group formats will be conducted in the following age divisions:

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

b. Rounds

- Preliminary Round (Online): Recorded video submission
- Final Round (Offline): Live stage performance for shortlisted participants

Top 20 entries from each category proceed to the finals. Winners are awarded Gold, Silver, and Bronze medals.

6. Eligibility Criteria

- For national or state events: participants must be citizens or residents of the country for at least one year.
- For international events: open to global participants.
- Valid age and ID proof is mandatory.
- For minors, consent from a parent or guardian is required.
- Kindly read the eligibility criteria for each event carefully.

7. Registration Process

1. Register online with personal and performance details.
2. Upload valid ID and age proof.
3. Pay the registration fee (non-refundable).
4. Receive a unique registration number.
5. Submit the video as per technical guidelines.
6. Await official confirmation of qualification.
7. Finalists must attend the live round at their own travel cost.

8. Rules and Regulations

1. Only authentic traditional styles are accepted under cultural/traditional categories.
2. Group entries: 3 to 12 dancers.
3. Live musicians, if used, must be arranged by the participants (max 5).
4. Video duration: up to 7 minutes; Stage performance: up to 10 minutes.
5. Participants must own or have legal rights for music, costumes, choreography.
6. A brief performance introduction may be required in the final round.
7. Group entries may change a maximum of 2 members (with prior notice).
8. Organisers reserve the right to stop or disqualify performances for rule violations.
9. Participants must handle their own props.
10. Performances may be recorded or photographed for promotional use.

9. Jury Panel Structure

- Preliminary Round: Cultural experts, senior dancers, educators.
- Final Round: Eminent national and international dance practitioners.
- Jurors will be selected for regional and stylistic balance.
- All jury members must declare any conflict of interest.
- Jury decisions are final and binding.

10. Judging Criteria (Total: 65 Marks)

- Technique – 20 Marks: Precision, posture, authenticity of style
- Presentation – 20 Marks: Costume, choreography, coordination
- Expressions – 10 Marks: Facial expressions, storytelling, emotive quality
- Knowledge – 10 Marks: Understanding of tradition, theme, or concept
- Bonus – 5 Marks: Awarded for exceptional creativity, originality, or audience impact

In case of tie, the jury will deliberate based on performance impact.

11. Grounds for Disqualification

- Late video submission or incomplete registration
- Use of plagiarised choreography or copyrighted music
- Inappropriate content or costumes
- Exceeding time limit by over 30 seconds
- Misrepresentation of identity, age, or group composition
- Misconduct or disputes with jury/organizers

12. Safety and Legal Guidelines

- Participants must sign a liability waiver and submit emergency contact details.
- Venues will have basic medical and security arrangements.
- Participants are responsible for personal belongings and logistics.
- The jury's verdict cannot be contested in any forum.

13. Recognition and Opportunities

- All participants receive digital participation certificates.
- Top 3 in each category receive medals and merit certificates.
- Finalists may be featured in digital media, cultural showcases, and global talent promotions.

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.