

Bagatur Competitions

(Celebrating the Warrior Traditions of Equestrian and Martial Excellence)

1. Historical Background of Bagatur

Bagatur is a historic martial tradition rooted in the warrior ethos of the ancient steppe civilizations, notably among Turkic, Mongolic, and various Eurasian nomadic peoples. The term "Bagatur" (also spelled Batyr, Baghatur, Bahadur, or Batır) refers to a heroic warrior — a noble and courageous fighter. Historically, Bagaturs served as elite horsemen, archers, and swordsmen, embodying the values of honor, skill, and sacrifice in defense of their tribes and nations.

As a cultural martial art, Bagatur combines weapon mastery, equestrian agility, close combat techniques, and philosophical warrior codes. With roots tracing back to the Huns, Scythians, Turks, and Mongols, it has evolved over centuries into ceremonial displays, martial reenactments, and codified sport practices.

2. Vision of the Modern Pythian Games

The Modern Pythian Games aim to bring traditional martial cultures to the global stage, transforming them into recognized international sports. Through Bagatur competitions, the Pythian movement envisions preserving and promoting indigenous martial knowledge while fostering intercultural appreciation and athletic excellence. Bagatur, as reintroduced through the Modern Pythian Games, is not merely a combat form — it is a cultural legacy.

3. Global Names and Variants of Bagatur Traditions

Bagatur and its variants are practiced or recognized under different names in many regions. Some known equivalents include:

- Russia, Kazakhstan, Kyrgyzstan: Батыр (Batyr), Baghatur – folk hero and warrior games
- Mongolia: Баатар (Ba'atar) – a revered warrior figure
- Turkey and Turkic Regions: Bahadır – meaning brave or hero, appearing in both folklore and combat practices
- India (Northern Tribal Regions): Vir Yodha or Daanveer traditions
- Iran and Central Asia: Pahlavan – a heroic wrestler or warrior
- China (Inner Mongolia): Yisa'er – local adaptation of steppe martial games
- Bulgaria, Hungary: remnants of warrior games influenced by Turkic-Mongol cultures

Bagatur-inspired martial sports are now practiced in over 30 countries, including:

- Kazakhstan
- Russia
- Mongolia
- Turkey
- Kyrgyzstan
- Uzbekistan
- India
- China (Inner Mongolia)
- Iran
- Azerbaijan
- Bulgaria
- Hungary
- Ukraine
- Georgia
- Armenia
- Germany
- Poland
- France
- United States
- Canada
- South Korea
- Japan
- United Kingdom
- United Arab Emirates
- Nepal
- Sri Lanka
- Bangladesh
- Bhutan
- Lithuania
- Pakistan

4. Modern Pythian Games – Bagatur Competition Rules and Regulations

1. Competition Disciplines

Bagatur events in the Modern Pythian Games are categorized into the following primary disciplines:

a. Solo Warrior Skills Display

1. Weapon mastery (sword, spear, axe, bow)
2. Precision drills and kata-like sequences
3. Traditional war cries and martial symbolism

b. Combat Sparring (Simple fight, point fighting)

1. Controlled full-contact sparring with safety weapons
2. Protective gear mandatory
3. Judged based on technique, control, and cultural expression

c. Mounted Combat Demonstration (optional, where facilities allow)

1. Equestrian handling
2. Mounted archery or lance combat
3. Costume and historical accuracy rewarded

d. Cultural Showcase Segment

1. Traditional warrior dance or ritual
2. Historical storytelling or poetic tribute to a hero or clan
3. Optional costume and gear presentation

2. Age Categories

1. Sub Junior Warriors under 5 years
2. Sub Junior Warriors under 6 years
3. Sub Junior Warriors under 7 years
4. Sub Junior Warriors under 8 years
5. Sub Junior Warriors under 9 years
6. Sub Junior Warriors under 10 years
7. Sub Junior Warriors under 11 years
8. Sub Junior Warriors under 12 years
9. Sub Junior Warriors under 13 years
10. Sub Junior Warriors under 14 years
11. Junior Warriors under 15 years
12. Junior Warriors under 16 years
13. Junior Warriors under 17 years
14. Cadet Warriors from 17 to 19 years
15. Cadet Warriors from 19 to 21 years
16. Senior Warriors from 21 to 24 years
17. Senior Warriors from 24 to 26 years
18. Senior Warriors from 26 to 31 years
19. Senior Warriors above 31 years

3. Attire and Equipment

- Participants must wear traditional warrior attire inspired by their cultural background.
- Weapons must be safe, practice-grade replicas made of wood, rubber, or blunt steel (depending on the event).
- Use of live steel is prohibited in sparring events.
- Helmets, arm guards, and chest protection are mandatory in combat events.

4. Safety Guidelines

- All sparring and displays must be supervised by certified referees.
- Immediate medical support must be present at the venue.
- Unsafe conduct will result in disqualification.
- Each participant must sign a consent and declaration form prior to the event.

5. Judging Criteria

Events will be evaluated based on a 10-point system across the following categories:

- Technique: Execution of movements and martial precision
- Cultural Integrity: Authenticity in attire, rituals, and forms
- Spirit and Presentation: Energy, discipline, and stage presence
- Control and Safety: Mastery without excessive aggression
- Creativity (in Cultural Showcase only): Originality and expression of heritage

6. Judging Panel Format

Each judging panel will consist of 5–6 individuals:

- One martial arts expert
- One cultural historian or folklore specialist
- One performance or presentation specialist
- Two rotating members from the Pythian Games Advisory Council

7. General Rules

Time limit for each segment will be 3–5 minutes.

Each participant/team must report 30 minutes before their scheduled slot.

Verbal disrespect, unsporting conduct, or non-cooperation with judges will result in penalty points or disqualification.

The decision of the judges is final and binding.

8. Organizer Protection Clause

The organizing committee of the Modern Pythian Games holds the right to:

Amend rules with prior notice

Disqualify any participant on safety or ethical grounds

Limit entries per region/nation to ensure diversity

Use event footage and photography for promotional purposes

9. Ethical and Cultural Guidelines

Participants must respect all cultures and must not misrepresent or mock traditions.

Use of inappropriate slogans, symbols, or actions is strictly prohibited.

The games serve as a platform for harmony, dignity, and cultural valor.

10. Awards and Recognition

Gold, Silver, and Bronze Pythian Medals for each category

Cultural Warrior Title of the Year (based on overall impact)

Certificate of Participation and digital souvenirs

Selected participants may be invited to international cultural exchange programs