



United Nations
Educational, Scientific and
Cultural Organization



Intangible
Cultural
Heritage

Register of Good Safeguarding Practices

ICH-03 – Form

PROGRAMMES, PROJECTS AND ACTIVITIES BEST REFLECTING THE PRINCIPLES AND OBJECTIVES OF THE CONVENTION

**Deadline 31 March 2020
for possible selection in 2021**

Instructions for completing the proposal form are available at: <https://ich.unesco.org/en/forms>

Proposals not complying with those instructions and those found below will be considered incomplete and cannot be accepted.

A. State(s) Party(ies)

For multinational proposals, States Parties should be listed in the order on which they have mutually agreed.

The Kyrgyz Republic

B. Contact person for correspondence

B.1. Designated contact person

Provide the name, address and other contact information of a single person responsible for correspondence concerning the proposal. For multinational proposals, provide complete contact information for one person designated by the States Parties as the main contact person for all correspondence relating to the proposal.

Title (Ms/Mr, etc.): Ms.
Family name: Soltongeldieva
Given name: Sabira
Institution/position: National Commission of the Kyrgyz Republic for UNESCO, Secretary-General
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Telephone number: +996 312 62 67 61
Email address: natcomunesco.kg@gmail.com, sabiras@mail.ru
Other relevant information:

B.2. Other contact persons (for multinational files only)

Provide below complete contact information for one person in each submitting State, other than the primary contact person identified above.

N/A

C. Title

Indicate the official title of the programme, project or activity, in English or French, that will appear in published material.

Not more than 200 characters

The Nomad Games: Rediscovering Heritage, Celebrating Diversity

D. Geographic scope

Tick one box to identify whether the geographic scope of the programme, project or activity is essentially national, subregional, regional or international (the last category includes projects carried out in geographically non-continuous areas).

- national (within a single country)
- subregional (more than one country)
- regional (more than one country)
- international (including geographically non-continuous areas)

E. Geographical location

Indicate the locations in which the programme, project or activity was or is being carried out.

Not more than 150 words

Cholpon-Ata City (for the provincial, national and international Nomad Games); Naryn, Bishkek, Talas, Jalal-Abad, Osh and Batken Cities for the provincial Nomad Games).

F. Status

Tick one box to identify whether the programme, project or activity is completed or in progress at the time the proposal is submitted.

- completed
- in progress

G. Name of the communities, groups or, if applicable, individuals concerned

Identify clearly one or several communities, groups or, if applicable, individuals concerned with the proposed programme, project or activity.

Not more than 150 words

There are more 55,000 traditional game practitioners and knowledge holders from 1,048 communities across the country. These practitioners and communities concerned have created 7 traditional game federations and a number of informal networks. These 7 federations vary in size in terms of membership. For example, if Salbuurun Federation has about 300 game practitioners, K k B r  Federation has about 38,000. The other Federations have the following number of active members: Er English (400), Ordo (2,200), Kyrgyz Kurosh (3,200), Alysh (3,500) and Toguz Korgool (7,700). These Federations are also members of the Ethnogames Confederation of Kyrgyzstan. Besides the traditional game practitioners, the concerned communities include the different craftsperson communities across the country such as yurt (traditional felt dwelling) makers (2,000 people), ak kalpak (traditional felt hat) craftswomen (5,000 people) and the akyn signer-poet community (500 people) and the Manas epic chanters

(300 people).

H. Domain(s)

Tick one or more boxes to identify the domain(s) of intangible cultural heritage covered by the programme, project or activity, which might include one or more of the domains identified in Article 2.2 of the Convention. If you tick 'others', specify the domain(s) in brackets.

- oral traditions and expressions, including language as a vehicle of intangible cultural heritage
- performing arts
- social practices, rituals and festive events
- knowledge and practices concerning nature and the universe
- traditional craftsmanship
- other(s) (traditional knowledge concerning games)

1. Description

Criterion P.1 requires that 'the programme, project or activity involves safeguarding, as defined in Article 2.3 of the Convention'. Article 2.3 states that "Safeguarding" means measures aimed at ensuring the viability of the intangible cultural heritage, including the identification, documentation, research, preservation, protection, promotion, enhancement, transmission, particularly through formal and non-formal education, as well as the revitalization of the various aspects of such heritage'.

For sections 1.a and 1.b together, provide succinct descriptions of the programme, project or activity and its main components, describing what actually happened or is underway.

1.a. Background, rationale and objectives

Describe the context in which the programme, project or activity was created – what safeguarding needs were identified and by whom, and how the priorities were identified and established. Identify the primary objectives of the programme, project or activity.

Not fewer than 300 or more than 500 words

Kyrgyz people's cultural heritage stems from its nomadic history and is intrinsically linked to the nomadic lifestyle. During the Soviet era which came with forced sedenterization of local communities many elements of ICH became endangered including traditional games. After gaining independence in 1991, the local communities in Kyrgyzstan got an opportunity to start working on revitalizing and celebrating their traditional culture. In early 2000s, the traditional game practitioners and knowledge bearers from different communities across the country started building connections among themselves. The traditional game practitioners and knowledge holders got together for their first major meeting in 2007 in Bishkek, the capital city of the Kyrgyz Republic. At that point, some practitioners have already established federations and the Ethnogames Confederation was one of them. The representatives of several federations such as Salbuurun, K k B r , Alysh, Kyrgyz K r sh, Toguz Korgool, Er English and Ordo participated in the gathering in 2007 and discussed current challenges for the traditional games and the safeguarding needs. The participants identified many challenges but agreed that of them were very urgent: first being the loss of knowledge about the traditional games and the second being the lack of interest of the younger generation to play traditional games.

After long discussions and deliberations, the participants identified several safeguarding needs that shaped the program:

- o To establish and strengthen connections and networking among the traditional game practitioners across the country
- o To identify, document and record existing traditional games, their rules, history, current state and to identify the practitioners who can play these games
- o To develop a viable mechanisms of knowledge transmission and sharing
- o To raise the general public's awareness about and boost its interest toward traditional

games with a particular focus on children and youth

- o To build partnership with traditional craftspeople communities who produced equipment needed for games (e.g. traditional saddles and horse tack for the horseback games; wooden boards, wooden and stone pellets for the board games, etc.)

- o To promote inclusion of the traditional games into the curricula of the formal educational institutions such as kindergartens, elementary, middle and high schools as well as universities and vocational schools

- o To foster and support academic research on traditional games, their history and evolution, their role in the social and cultural lives of local communities

The traditional game practitioners reached a consensus about the need to prioritize documentation and identification of the variety of traditional games in different parts of the country. These goals had been prioritized because that many people knowledgeable about traditional games were old and there was a real threat of losing their knowledge about traditional games unless their knowledge was documented. All participants agreed to join forces to implement these steps because it was also acknowledged that the other goals also need attention.

1.b. Safeguarding measures involved

Describe the specific safeguarding measures that the programme, project or activity includes and why they were adopted. Identify what innovative methods or modalities were involved, if any.

Not fewer than 300 or more than 500 words

Based on the safeguarding needs identified by the traditional game practitioners, the program focused on documentation of the traditional games and raising the general public's awareness about these games.

The documentation of traditional games and the traditional knowledge associated with them started in 2007. The local communities and the representatives of the traditional game federations became the driving force of the documentation process. They managed to reach out to and build cooperation with the Kyrgyzstan's Academy of Sciences and seven provincial universities in seven regions of the country. As a result, the teams of practitioners and scholars managed to conduct a series of participatory field studies to document traditional games and the local knowledge associated with those games. Before these field studies, only 20-25 traditional games were believed to exist. During the field studies the research teams documented more than 220 traditional games (or about 375 with regional varieties of the same game are counted as separate games) across the country. The regional differences in playing rules and techniques of the same games have also been documented and inventoried.

In order to share the results of extensive documentation with the general public and to celebrate the diversity of traditional games, the local communities and the representatives of federations proposed to conduct traditional Nomad Game festivals on a provincial level. The first such Nomad Games festival took place in the Ysyk-Köl province in 2008, which has been followed by similar festivals in six other provinces of the Kyrgyz Republic. These Nomad Games festivals have been conducted biannually and consisted of three elements: 1) learning workshops for the visitors; 2) interactive presentations of the outcomes of the documentation process and 3) traditional game competitions. In 2014, 2016 and 2018, these festivals have been conducted on a national and international level under the name of the World Nomad Games. These events secured extensive media coverage, which sparked the interest among the general public for learning how to play traditional games. Traditional game practitioners and knowledge holders opened new informal clubs in their communities, whereas existing clubs experienced a massive influx of newcomers.

Since 2012, the Nomad Games festivals started attracting attention of the traditional craftsmen and craftswomen as well as artists and performers. Traditional epic reciters, singers and musicians, dancers and artists got involved into organization of these Nomad Games festivals. They set up their stalls and pavilions to showcase their performances, to hold workshops and sell their crafts. Thus, these traditional Nomad Games festivals evolved from events focusing on traditional games to a platform for revitalization and promotion of the intangible cultural heritage

in general and for celebrating its diversity.

Innovative elements of this program include: a) establishing participatory and community-driven documentation process, b) securing extensive media coverage, c) cherishing holistic approach to the ICH, d) conducting Nomad Games festivals on multiple scales, i.e. provincial, national and international, and d) building partnership among various groups of traditional game practitioners, federations and governments.

1.c. Competent body(ies) involved

Provide the name, address and other contact information of the competent body(ies), and if applicable, the name and title of the contact person(s), responsible for the local management of the programme, project or activity.

Name of the body: World Ethnogames Confederation

Name and title of the contact person: Adenov Nursultan, the Head of Secretariat for the preparation and holding of the World Nomad Games

Address: Kyrgyz Republic, Bishkek city, Yunusaliev street, 173/4

Telephone number: +996556551760

Email address: nursultanadenov90@gmail.com

Other relevant information:

2. Coordination at the regional, subregional and/or international levels

Criterion P.2 requires that 'the programme, project or activity promotes the coordination of efforts for safeguarding intangible cultural heritage on regional, subregional and/or international levels'. Explain, if applicable, how the programme, project or activity has promoted such coordination. If the programme was or is conducted exclusively at the national level and has not involved such coordination, state so clearly.

Not more than 500 words

The Nomad Games at the provincial and national level did not involve coordination at the regional, subregional and/or international level. At the same time, the World Nomad Games conducted in 2014, 2016 and 2018 brought together traditional game practitioners from many countries. The success of the World Nomad Games promoted coordination of efforts for safeguarding the ICH in Central Asia and worldwide.

During the preparation process for the first World Nomad Games (2014) the members of the traditional game federations of Kyrgyzstan started reaching out and establishing contacts with the traditional game practitioners in Central Asian region and worldwide. As a result, by the time of the Third World Nomad Games (2018), the several traditional game federations have established networks of traditional game practitioners in a number of counties, e.g. Salbuurun Federation (17 countries), K k B r  Federation (10 countries), Alysh Federation (63 countries), Kyrgyz K r sh Federation (27 countries), Toguz Korgool Federation (33 countries), Er English Federation (13 countries) and Ordo Federation (6 countries). These networks have been used to share knowledge and experience related to documentation of traditional games, reviving the traditional knowledge transmission mechanisms, etc. One of the noteworthy examples of the coordinated effort for safeguarding the ICH is a joint nomination of Mangala. Toguz Korgool, Toguz Qumalaq game to the ICH Representative List by communities from Kyrgyzstan, Qazaqstan and Turkey.

These networks have been used to facilitate participation of the international game practitioners in the World Nomad Games. Traditional game practitioners from 19 countries participated in the First World Nomad Games, whereas the Second and Third World Nomad Games welcomed practitioners from 62 and 82 countries accordingly. The World Nomad Games have become a platform for traditional game practitioners and concerned communities to strengthen mutual cooperation, exchange experience and coordinate their efforts.

The World Nomad Games attracted a great deal of media attention. All Kyrgyzstani media outlets as well as more than 600 reporters from 56 countries who produced news materials in

more than 30 languages. These international information outlets included 50 TV channels, 12 radio station, 67 information agencies, 48 newspapers and more than 50 independent reporters. The wide media coverage raised general public's awareness about the ICH in Kyrgyzstan, Central Asia and beyond. Another example of promoting the coordination of efforts on safeguarding the ICH was the decision by the participating communities, practitioners and states to conduct the World Nomad Games biannually in different countries.

3. Reflection of the principles and objectives of the Convention

Criterion P.3 requires that 'the programme, project or activity reflects the principles and objectives of the Convention'. Identify the specific principles and objectives of the Convention that are addressed by the programme, project or activity and explain how it reflects those principles and objectives in its conception, design and implementation.

Not fewer than 300 or more than 500 words

The Nomad Games have been congruent with the following objectives and the principles of the Convention:

Promoting respect for cultural diversity (Article 2): the documentation process lead by the local communities in cooperation with local universities reveal a great diversity of traditional games (about 220 were included into an inventory). Before the documentation process, it was assumed that only about 20-25 traditional games exist. Moreover, the documentation process revealed the great diversity of regional variations of particular games. These findings fostered general public's appreciation of the cultural diversity. The World Nomad Games had these effects on an international scale.

Safeguarding (Article 2): as a result of the Nomad Games the number of traditional game practitioners rose from about 2,000 in 2007 to more than 55,000 across the country in 2020 and the number of formal and informal learning clubs increased tenfold. These all have been a result of participatory documentation process and the better awareness of the general public about traditional games in particular and ICH in general.

Inventories (Article 12): The participatory documentation of the traditional games helped the local communities to include those games into local and national inventories of the ICH, whereas one of those games called Kök Börü has been inscribed on the ICH Representative List. Participants of the World Nomad Games used these Games as a platform for sharing experience on inventory making in different countries and laid a foundation for the multinational ICH nominations (e.g. Toguz Korgool game).

Fostering research (Article 13c): the participatory documentation process helped the practitioners and scholars to develop and test participatory research tools, methods and approaches with a particular focus on research ethics. As a result of the program, several PhD candidates in the Kyrgyz Academy of Sciences have started their research on various aspects of traditional games. Moreover, many independent scholars have been engaging in citizen science and have been researching and publishing their own articles, books, manuals and memoirs on particular traditional games.

Education, awareness-raising and capacity-building (Article 14): The traditional games have been included into the physical education curriculum of kindergartens, elementary, middle and high schools as well as universities and vocational schools. The documentation process as well as the design of the Nomad Games, which consisted of three interrelated elements such as 1) learning workshops for the visitors; 2) interactive presentations of the outcomes of the documentation process and 3) traditional game competitions contributed to the awareness-raising. Moreover, the wide media coverage and incorporation of other elements of local intangible heritage such as music, crafts and performances contributed to raising general public's awareness about the ICH in general. The World Nomad Games fostered partnerships between practitioners, federations and governments bolstered all concerned parties' capacities in engaging with the ICH.

Participation of communities (Article 15): The program has been conceived and driven forward by traditional game practitioners from its very inception. The documentation process has been implemented by local communities in cooperation with seven local universities in each province

of the country.

4. Effectiveness

Criterion P.4 requires that ‘the programme, project or activity has demonstrated effectiveness in contributing to the viability of the intangible cultural heritage concerned’. Describe how the programme, project or activity has demonstrated such effectiveness and how it has contributed concretely to the strengthened viability of the heritage.

Not fewer than 300 or more than 500 words

The Nomad Games demonstrated their effectiveness in contributing to the viability, promotion and revitalization of the traditional games. The key ingredients for its success have been a creation of a broad platform that strengthened connection between the practitioner communities across the country, a wide media coverage and fostering of partnership between the practitioners, knowledge holder and the local and national governments.

These are several indicators of the Nomad Games’ effectiveness:

Number of traditional game practitioners rose: For example, since 2007 the number of formal and informal traditional game clubs increased tenfold (about 100 formal and informal clubs in 2007 and about 1,048 in 2020), whereas the number of traditional game practitioners rose from 2 thousand to 55 thousand across all regions of the country.

Legal and institutional recognition: traditional games have been included into the physical education curriculum of kindergartens, elementary, middle and high schools as well as universities and vocational schools. Some 220 traditional games documented by local communities have been included into a provincial and republican inventory of ICH. One of the traditional games called Kök Börü has been inscribed on the Representative List of the Intangible Cultural Heritage of Humanity and another one called Toguz Korgool has been nominated to the ICH Representative List in a multinational nomination of Kyrgyzstan, Qazaqstan and Turkey in 2019.

Wide media coverage: before the program has started the traditional games had a very low profile in media. The number of news reports, TV shows, etc. were next to nothing. As the program evolved, it started attracting more and more media attention. For example, simple Google search displays 17,100 items related to the Nomad Games from 2014 until 2020. During the Third World Nomad Games in 2018, the official hashtag of the World Nomad Games has been mentioned in 32,015 publications on Instagram and in 95,078 publications on Facebook. The Nomad Games website has been visited 32,780 times around the time of the Games and 4,720,859 times since it was first launched in 2014. More than 600 reporters from 56 countries who produced news materials in more than 30 languages. These international information outlets included 50 TV channels, 12 radio station, 67 information agencies, 48 newspapers and more than 50 independent reporters.

Establishing and strengthening links with the other ICH elements: one of the results of the Nomad Games program has been establishment of a strong partnership between the traditional game practitioners and the traditional craftspersons. Before the onset of the program, the traditional craftsmen and craftswomen almost stopped making equipment for needed for games, e.g. traditional saddles and horse tack for the horseback games; wooden boards, wooden and stone pellets for the board games, etc. As more and more people started playing the traditional games, it became viable for the craftsperson to start making the game equipment again. Nowadays, more than 5,000 wood crafters and gold-, silver-, and blacksmiths, 2,000 yurt makers, 5,000 ak kalpak and elechek craftswomen participate in the program and sell their crafts.

5. Community participation and consent

Criterion P.5 requires that ‘the programme, project or activity is or has been implemented with the participation of the community, group or, if applicable, individuals concerned and with their free, prior and informed consent’.

5.a. Participation of the community, group or individuals

Describe how the community, group or, if applicable, individuals concerned have participated in the programme, project or activity at all stages of its planning and implementation, including the role of gender.

Not fewer than 300 or more than 500 words

The traditional game practitioners and knowledge holders and their federations have been a primary driving force behind the Nomad Games. They have self-organized and created their federations with democratic and transparent decision-making procedures. About 80% of the traditional game federation members are women, although some federations such as Salbuurun (with 300 members) consist of only men. This is due to the fact that Salbuurun has historically been an exclusively male game. Some traditional games (e.g. Besh tash) has historically been played by girls and women, however, they have not established a federation and exist as an informal network of clubs.

The traditional game practitioners have also identified the main safeguarding needs and objectives and means to reach those objectives. For example, the documentation process launched by the traditional game practitioners have been conducted by local communities and knowledge holders. In the second phase of the documentation, the local communities reached out to the Academy of Sciences of the Kyrgyz Republic and to the local universities in seven provinces of the country. The scholars from the Institute of History and Ethnography of the Academy of Sciences and professors of the local universities assisted the local communities to develop more robust methodology and to recruit and train local university students to collect field data on traditional games. The documentation team consisted of 55% female community members, researchers and students and 45% male.

When conducting the provincial Nomad Games Festival on a national and international level (the World Nomad Games) the traditional practitioners secured the financial and logistical support from the local and republican governments. The federations of the traditional game practitioners took a leading role in developing the program and schedule of the Nomad Games on the provincial, national and international levels. Traditional Game Federations also reached out to the traditional game practitioners from other countries to promote their participations in the World Nomad Games.

Thousands of volunteers from local communities help organize the provincial, national and international Nomad Games. For example, more than 3,000 volunteers from local communities from all over the country took part in the Third World Nomad Games in 2018. The age of most of the volunteers ranges from 18 to 35. The 60% of volunteers were women and 40% were men.

5.b. Free, prior and informed consent to this proposal and involvement in its preparation

Submitting States Parties shall involve the community, group or, if applicable, individuals whose intangible cultural heritage is concerned in the preparation of the proposal. Describe below how they have participated actively in preparing the proposal at all stages, including in terms of the role of gender. States Parties are reminded that the communities are essential participants throughout the conception and preparation of nominations, proposals and requests, as well as the planning and implementation of safeguarding measures, and are invited to devise creative measures to ensure that their widest possible participation is built in at every stage, as required by Article 15 of the Convention.

The free, prior and informed consent to the submission of the proposal from the community, group or, if applicable, individuals concerned may be demonstrated through written or recorded concurrence, or through other means, according to the legal regimens of the State Party and the infinite variety of communities and groups concerned. The Committee will welcome a broad range of demonstrations or attestations of community consent in preference to standard or uniform declarations. Evidence of free, prior and informed consent shall be provided in one of the working languages of the Committee (English or French), as well as in the language of the community concerned if its members use languages other than English or French.

Attach information showing such consent and indicate below what documents you are providing, how they were obtained and what form they take. Indicate also the gender of the people providing their consent.

Not fewer than 150 or more than 250 words

Preliminary forms of the free, prior and informed consent signed by some concerned communities have been attached to the file. The consent officially signed free prior and informed

conserved forms of some concerned communities have not been attached. This was a result of the nation-wide state of emergency declared by the Government due to the COVID-19 pandemic.

The members of the Ethnogames Confederation and other traditional games federations have been discussing the possibility of nominating the Nomad Games since 2018, when the Third World Nomad Games turned out to be a prominent success. The proposition for nominating the Nomad Games has been extensively discussed by the members of each federation during their own informal meetings and on their social platforms' online chat forums. Each of the seven federations, namely the Salbuurun, K k B r , Alysh, Kyrgyz K r sh, Toguz Korgool, Er English, Ordo Federation and the Ethnogames Confederation have expressed their consent in principle for the nominations during the annual forums of their federations in 2019. The traditional game practitioners and their federations have scheduled a joint final gathering of all communities concerned to be held in the first week of March in Cholpon-Ata City of the Ysyk-K l region. The final consent forms were planned to be signed there and attached to the nomination file. However, due to the strict travel restrictions and ban for public gatherings in Kyrgyzstan due to COVID-19 pandemic, the final gathering of the concerned communities has been postponed until the ban for travel and gatherings is lifted. The State Party will submit the free, prior and informed consent forms before September 30th, 2020.

The photographs and the film submitted along with the nomination have not been officially approved by the concerned communities. The final approval was supposed to be obtained during the final gathering of the concerned communities in the beginning of March, 2020.

The final approval by the concerned communities will be obtained as soon as possible and will be submitted with the free, prior and informed consent forms.

5.c. Community organization(s) or representative(s) concerned

Provide detailed contact information for each community organization or representative, or other non-governmental organization, that is concerned with the element such as associations, organizations, clubs, guilds, steering committees, etc.:

- a. Name of the entity
- b. Name and title of the contact person
- c. Address
- d. Telephone number
- e. Email
- f. Other relevant information

Ordo Federation

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Alysh Federation

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Salbuurun Federation

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Kök-Börü Federation

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6. Regional, subregional and/or international model

Criterion P.6 requires that 'the programme, project or activity may serve as a subregional, regional or international model, as the case may be, for safeguarding activities'. Describe how the programme, project or activity may serve as such a model for safeguarding activities, identifying the particular components, methods or practices that would be relevant in other contexts.

Not fewer than 300 or more than 500 words

The World Nomad Games is a model of a successful safeguarding program that can be relevant in other regional, subregional and international contexts. The following components and methodologies of the Nomad Games can be relevant in many different contexts in Central Asia and all over the world:

Participatory documentation lead by the local communities, building partnerships with local universities: the traditional game practitioners have been leading the process of documenting from its inception. In a second stage, they reached out to the local universities to improve and widen the scope of documentation. Although it may be slow and time-consuming in the initial stages, such community-driven and collaborative approach towards documentation has several advantages, i.e. it builds communities' capacity; it prioritizes communities' needs for safeguarding the ICH elements; it strengthens local networks and builds partnership between practitioners' communities, research institutions and local governments.

Communication strategy for securing wide media coverage: the experience of the provincial, national and international Nomad Games clearly shows that having media strategy can significantly increase the chances of wide media coverage. Media strategy should be a task in its own right because it is difficult to get media's attention in the modern era of informational overload. The Nomad Games also used the personal communication canals of the various formal and informal networks to spread the word about the Nomad Games (especially for the provincial Nomad Games). Thus, depending on the scale of the event informal communication canals may be more efficient than formal ones or the other way around.

Multi-scale events to accommodate diversity of ICH element: traditional games have a multitude of local variations when it comes to rules, gear, principles, strategies, etc. If a safeguarding measures have competitions (especially on a large scale) as part of the program, there is a need for unified rules, principles and gear. In order to safeguard and celebrate the diversity, the model of the Nomad Games shows that conducting the program on multiple scales may be necessary. E.g. at the provincial level Nomad Games each province played the local variations of the games following the local rules. For the national and international Nomad Games, the traditional game practitioners for concerned communities gathered beforehand and agreed upon common rules.

Holistic approach to the ICH: the Nomad Games started as festivals for traditional games. Over time many artists, craftsmen and performers joined the Games. The openness of the organizing federations to liaise and collaborate with other interested parties highlighted the holistic approach towards the ICH and the intrinsic interconnectedness of various ICH elements.

Recruitment of volunteers: the documentation process and the provincial Nomad Games Festivals raised the general public's awareness about the traditional games, which lead to the growing interest towards the Nomad Games. There have been many representatives of the local communities who expressed their willingness to participate in the program as volunteers. For example, the Third World Nomad Games (2018) attracted more than 3000 volunteers. Recruiting local community volunteers also contributes to the viability of the safeguarding

program.

7. Willingness to cooperate in the dissemination of best safeguarding practices

Criterion P.7 requires that ‘the submitting State(s) Party(ies), implementing body(ies), and community, group or, if applicable, individuals concerned are willing to cooperate in the dissemination of best practices, if their programme, project or activity is selected’. Describe their willingness to cooperate in such dissemination.

If you attach supporting evidence demonstrating such willingness, especially expressed by the community, group or, if applicable, individuals concerned, indicate below what evidence you are providing and what form it takes. Such evidence, if any, shall be provided in one of the working languages of the Committee (English or French), as well as in the language of the community concerned if its members use languages other than English or French.

Not fewer than 300 or more than 500 words

Taking into account a positive effect of the World Nomad Games on revitalization, safeguarding and promotion of traditional games in particular and ICH in general, the practitioner communities have been reaching out to the local communities, federations and the State Party to share their experience in conducting such multifaceted safeguarding program as Nomad Games. As a result of thorough consultations between the implementing bodies, traditional practitioners, federations and confederations from Kyrgyzstan with the traditional game practitioners and their federations from other countries who partook in the World Nomad Game, the concerned parties reached a consensus that the participating countries are allowed take turns in hosting the Nomad Games on international level, i.e. the World Nomad Games. At the closing ceremony of the Third World Nomad Games the Republic of Turkey was named the host of the Fourth World Nomad Games. The Prime Minister of the Kyrgyz Republic handed the representatives of the Turkish delegation flag of the Games as well as a traditional leather vessel filled with glacier water as a symbol of the World Nomad Games. Glacier water carries a symbolic meaning of purity and revitalization for nomadic people and that is why it was chosen to be a symbol of the Nomad Games. The representatives of the traditional game federations have had several visits to Turkey to share their experience with organizing the World Nomad Games with the implementing body in Turkey.

The traditional game federations have also expressed their willingness to cooperate with interested parties in dissemination of Nomad Games experience. The federations are willing to share their experience, methodologies and tools of the community-driven documentation process, ethics of the participatory research and tips on building partnerships with the universities and governmental bodies. The traditional game practitioners and their federations are committed to finding a most convenient cooperation modality for the concerned parties. There is a technical capacity to conduct webinars, online meetings and conferences. The mutual visits and exchanges are also a possibility, details of which need to be discussed on a case to case basis.

Please kindly note, due to the strict travel restrictions and ban for public gatherings in Kyrgyzstan due to COVID-19 pandemic, the final gathering of the concerned communities has been postponed until the ban for travel and gatherings is lifted. In this regard, the video evidence from communities demonstrating their willingness not attached to the file. The State Party will submit the video evidence before September 30th, 2020.

8. Assessing the results

Criterion P.8 requires that ‘the programme, project or activity features experiences that are susceptible to an assessment of their results’. Provide concrete examples of assessments that have been or are being carried out.

Not fewer than 300 or more than 500 words

After the provincial, national and international Nomad Games the implementing bodies (i.e. traditional game federations, local communities and local governments) evaluate the program based on the number of participants, number of visitors, number of publications in media outlets and social media as well as the feedback of the participants and visitors).

The documentation process is ongoing and it is informally accessed by the traditional games

practitioners, their federations and local communities based on the number of games documented and quality of the information gathered. The information on the documented traditional games have been submitted to the local ICH Committee and about 220 games have been included into the National ICH List. The assessment of the overall results of the Nomad Games program has been assessed by the Youth, Physical Education and Sports Committee in 2019 and it found that the number of traditional game practitioners in Kyrgyzstan is about 55,000 people.

Many countries have acknowledged the contribution of the World Nomad Games to safeguarding the ICH of many nations including traditional games. For example the heads of the following states attended the World Nomad Games: the President of Turkey Recep Tayyip Erdoğan, the President of Kazakhstan Nursultan Nazarbaev, the President of Tatarstan Rustam Minikhanov, the ruler of the Fujairah Emirate Hamad bin Mohammed Al Sharqi and the Prime Minister of Hungary Viktor Orban.

The contribution of the World Nomad Games to safeguarding the ICH has also been acknowledged by the following international bodies:

The United Nations Alliance of Civilizations acknowledged in its final declaration the contribution of the World Nomad Games to promoting the intercultural dialogue, strengthening social cohesion, peace and development (April 2016, Baku, Azerbaijan);

the UN General Assembly welcomed the contribution of the World Nomad Games to promoting intercultural dialogue, strengthening social cohesion, peace and development (December 2018, New York).

The International Olympic Committee expressed its support to the World Nomad Games (2017, Madrid);

The Presidents of the member states of the Cooperation Council of Turkic-Speaking States supported the World Nomad Games at the high level Summit of the organization (2012, Bishkek);

The Presidents of the member states of the Commonwealth of Independent States supported the World Nomad Games at the high level Summit of the organization (2018, Dushanbe);

Below are several quotes by different visitors about the Nomad Games:

“The World Nomad Games is such a great event! Your Games showed how people can build peace by safeguarding cultural heritage”. Alexander Kim-Kimen, the Head of the Constitutional Court of Yakutia. 07.09.2016.

“So many yurts! Nature is stunning, it is hard to decide which angle I should take pictures of mountains from – the northern slopes are covered with forests, whereas southern slopes are tall and treeless. I took so many pictures, I was having so much fun and did not notice how I got exhausted”. Gregory Pyrlyk, a reporter from Ukraine, 04.08.2018.

“From goat polo to horseback kiss-chases! Dozens of nations gather for traditional Nomad Games set against the beautiful rolling hills of Kyrgyzstan” Daily Mail, 04.09.2018.

9. Model for developing countries

Criterion P.9 requires that ‘the programme, project or activity is primarily applicable to the particular needs of developing countries’. Describe how the programme, project or activity may be relevant to the needs of developing countries and appropriate to their circumstances, identifying the particular components, methods or practices that would be relevant to them.

Not fewer than 300 or more than 500 words

Kyrgyzstan is a developing country and a young democracy and that is why many elements of the Nomad Games safeguarding program can be relatively easily applicable in other developing countries. For example, the community-driven documentation process does not require complicated organizational structure, high tech equipment or a lot of resources. The local level traditional festivals can also be scaled to the level of a community, village, district or province depending on the capacities of the implementing body. The three components of the traditional game festivals, namely a) learning workshops for the visitors; b) interactive presentations of the

outcomes of the documentation process and c) traditional game competitions can also be easily adjusted to local conditions, needs and circumstances. After the local level documentation and festivals are successful, they can be scaled up to the provincial, national or even international levels. The documentation process and the local and national level game festivals are very effective in strengthening the ties within and between heterogeneous and diverse communities.

The issue of local communities' livelihoods is an important consideration for the developing countries. The traditional games festivals (such as Nomad Games festivals) create a platform not only for the traditional game practitioners but to a wide range of traditional craftsmen and craftswomen, artists, singers, dancers, performers, etc. to showcase and demonstrate their knowledge, skills and crafts. The craftsmen and craftswomen can utilize this platform to sell their crafts thus contributing to their livelihoods. Thanks to the Nomad Games, the Nomad Games locations attracted many domestic and international tourists. The provincial level Nomad Games attract visitors from other parts of the country to the location of the Nomad Games, thus boosting local economy. National level Nomad Games and especially the World Nomad Games have given even bigger boost to the local economy. The Nomad Games became one of the main attractions for international tourists in Kyrgyzstan.

10. Documentation

The documentation listed below is mandatory and will be used in the process of evaluating and examining the proposal. It will also be helpful for visibility activities if the programme, project or activity is selected. Tick the following boxes to confirm that related items are included with the proposal and that they follow the instructions. Additional materials other than those specified below cannot be accepted and will not be returned.

- documentary evidence of the consent of communities, along with a translation into English or French if the language of community concerned is other than English or French
- ten recent photographs in high definition
- grant(s) of rights corresponding to the photographs (Form ICH-07-photo)
- edited video (from five to ten minutes), subtitled in one of the languages of the Committee (English or French) if the language utilized is other than English or French
- grant of rights corresponding to the video recording (Form ICH-07-video)

11. Signature(s) on behalf of the State(s) Party(ies)

The proposal should be signed by an official empowered to do so on behalf of the State Party, and should include his or her name, title and the date of submission.

In the case of multinational proposals, the document should contain the name, title and signature of an official of each State Party submitting the proposal.

Name: Sabira Soltongeldieva

Title: Secretary-General, National Commission of the Kyrgyz Republic for UNESCO

Date: 30/03/2020

Signature:

Name(s), title(s) and signature(s) of other official(s) (for multinational proposals only).

11. Signature(s) on behalf of the State(s) Party(ies)

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Name: Sabira
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