


Approved by the  
First Deputy  
Prime Minister  
of the Republic of Kazakhstan

  
R.V. Sklyar  
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SPORTS PROGRAM  
of 5th WORLD NOMAD GAMES  
ASTANA 2024

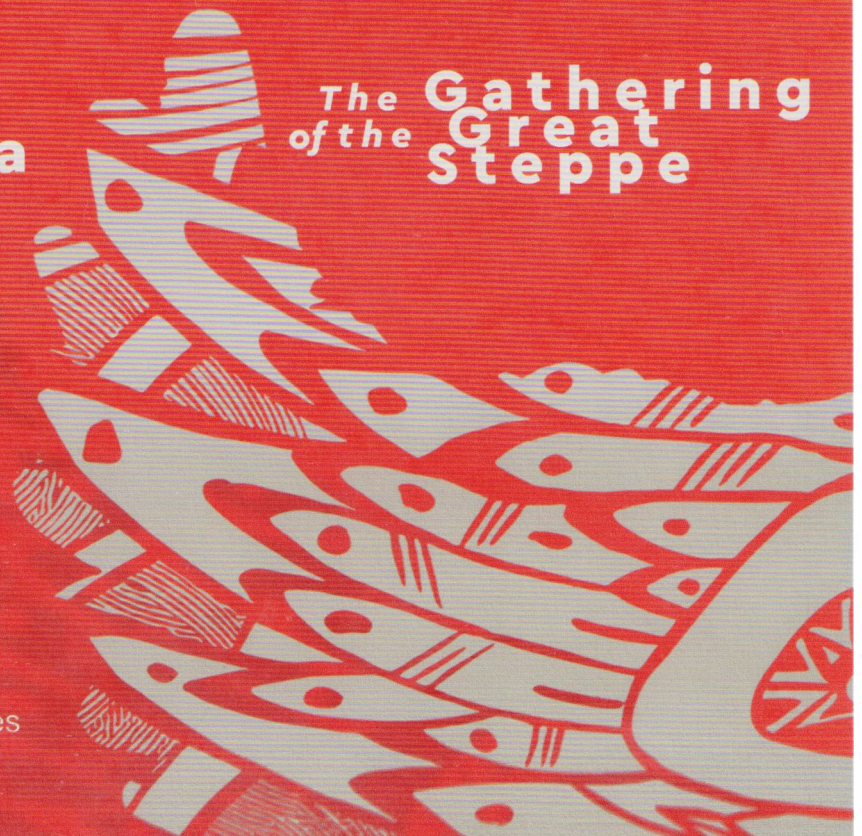
VENUES AND LOCATIONS OF SPORTS  
COMPETITIONS AND TRAININGS

September 8-14

Ұлы Дала  
Дүбтірі

The Gathering  
of the Great  
Steppe

The Directorate  
of the 5th World Nomad Games  
Astana 2024





# WNG ASTANA 2024 SPORTS PROGRAM

	Kind of sport	Description	Venue/location
<b>Folk games</b>			
1.	Asyk Atu	Asyk Atu	Alau Ice Palace
2.	Ordo	Ordo	Alau Ice Palace
3.	Arkan Tartys	Arkan Tartys	Alau Ice Palace
<b>Конные скачки</b>			
4.1	Flat racing 1,600 m	Classic smooth racing	Kazanat Hippodrome
4.2.	Flat racing 2,400 m	Classic smooth racing	Kazanat Hippodrome
4.3	Flat racing 3,200 m	Classic smooth racing	Kazanat Hippodrome
4.4	Zhorga	Pacing horse racing (9,000 m)	Kazanat Hippodrome
4.5	Kunan Baige	Long-distance horse racing (11,000 m)	Kazanat Hippodrome
4.6	Top Baige	Long-distance horse racing (18,000 m)	Kazanat Hippodrome
4.7	Alaman Baige	Long-distance horse racing (25,000 m)	Kazanat Hippodrome
<b>Horseback competitions</b>			
5	Kokpar	Team competition on horseback	Kazanat Hippodrome
6	Audaryspak	Horseback wrestling	Ethnoaul
7	Tenge Ilu	Individual horseback competition	Ethnoaul
<b>National wrestling competitions</b>			
8	Kazakh Kuresi	National wrestling (The Republic of Kazakhstan)	Wresting Palace named after Zh.Ushkempirov
9	Ashyrtmaly Aba Gureshi	National belt wrestling (The Turkish Republic)	Ice Palace Alau
10	Kurash	National wrestling (The Republic of Uzbekistan)	Ice Palace Alau
11	Ssireum	National belt wrestling (The Republic of Korea)	Ice Palace Alau
12	Alysh	National belt wrestling (The Republic of Kyrgyzstan)	Wresting Palace named after Zh.Ushkempirov

### Competitions in martial arts

13	Mas-wrestling «Powerful nomad» (Alyp koshpendi)	National competition (the Russian Federation)	Alau Ice Palace
14		Strongman competition	Ethnoaul

### Traditional intellectual games

15	Togyzkumalak	Intellectual game (The Republic of Kazakhstan)	Duman Hotel Conference hall
16	Mangala	Intellectual game (The Turkish Republic)	Duman Hotel Conference hall
17	Oware	Intellectual game (West African countries)	Duman Hotel Conference hall

### Traditional archery and horseback archery competitions

18	Dasturli Sadak Atu	Traditional archery	Argymak equestrian sports and recreation complex
19	Zhamby Atu	Traditional horseback archery	Ethnoaul

### National hunting with birds

20.1	Burkit	Hunting with an eagle	Ethnoaul
20.2	Karshyga	Hunting with a hawk	Ethnoaul
20.3	Itelgi	Hunting with a falcon	Ethnoaul



# BRIEF DESCRIPTION OF SPORTS AND BASIC RULES

## Asyk Atu

### Team line-up:

4 men, 4 women, 2 coaches, 1 representative, 1 referee.

Athletes 18 years of age and older are allowed to compete. Each team must have a unified sports uniform.

Competitions are held according to the rules of the Asyk Atu Federation of the Republic of Kazakhstan.

Asyk Atu (men) takes place on a flat area with a special coating. In the center of the circle, asyks (knuckles) are lined up, along which the hitting knuckle (asyk) is thrown, in order to knock them out of the circle from the 6 m mark, marked on both sides of the playing field. A line 115 cm long is drawn in the center of the circle, on which 15 asyks are installed.

Additional lines are drawn parallel to it at a distance of 15 cm on both sides. The player who knocks out 8 asyks first becomes the winner of this match. In a team game, the team consists of 3 participants, 1 substitute.

The order of execution is determined by the referees by tossing two asyks from each team. The first team to start is the one whose asyk lands in a dominant position than the opponent's asyk. Duration of one match is 15 minutes. The game consists of 3 matches. The winner of 2 matches is declared the winner. Players take turns trying to knock out asyks lined up in the center of the circle in the interval of one sak figure from each other in the "alshy" position.

As a result of throwing the hitting knuckle when it hits the asyk on the line, it is considered knocked out if it ends up outside the circle. If it does not leave the circle, then the asyk is returned to its original place, the right to hit is transferred to the opponent.

If a player was able to hit the asyk outside the circle on the first attempt, then he has the right to make a second attempt to hit from a shortened distance, from the edge of the circle. If during the second attempt the asyk was not knocked out of the circle, then it returns to its original place.

## **“Bes Asyk” (women)**

Each player will have five asyks (bones). Number of players: 3 participants, 1 substitute player. The order of the participants is determined by tossing the asyk; if it falls into the “alshy” position, then the participant starts the game first. If several players get “alshi”, the players re-toss the asyk or draw lots. The rules of the game are quite simple: “Bes Asyk” is played with one hand. When a participant collects asyks on the ground, he cannot touch other asyks. If a rule is broken, it is the next player’s turn to play. The player can continue from the point where he interrupted the game. “Bes Asyk” consists of several tours. The first stage is called “Birlik”, five asyks are cast onto the table. The participant picks up one asyk “kakupakyl”, tosses it up, and grabs another asyk from the floor before the first one falls. He needs to have time to take the second asyk, and then catch the first one. This game requires great dexterity and speed. The asyk, picked up from the floor, is put aside. The same is repeated with other asyks lying on the table.

The second stage of the game is called “Yekilik”. The sequence of the game is the same as in the previous stage, you only need to have time to take two asyks from the floor instead of one.

The third stage “Ushtik” is the same as the first two. It is necessary to raise three asyks, and the remaining last asyk raises one.

The fourth stage is “Torttik”. While one of the five asyks is tossed up, at this moment you need to have time to put four asyks on the table. Then the first asyk is tossed up again, and at this moment the player must have time to pick up all four asyks from the table.

The fifth stage is “Zhalak”. Here the participants toss one asyk up, and at this time hit the table with their palm 3 or 5 times, then catch the asyk.

The sixth stage is “Alakan”, the rules are the same as in the first stage, only the participant puts the asyk in his palm every time he takes a new one.

The seventh stage is “Tort Burysh”, the player places four asyks in the shape of a square at a distance from each other (20x20). Next, the fifth asyk is tossed up, and the player collects the remaining four at this time, then with the hand in which the four asyks are located, the fifth is caught.

The eighth stage is “Asyk almastyru”, the player throws four asyks on the table, throws the fifth one up and at this time takes one asyk from the table and catches the thrown asyk. The player has two asyks in his hands. Then one asyk is thrown into the air again, only now you need to have time to put the second asyk on the table and take another one instead, while still managing to catch the thrown asyk. This is done with all asyks. Next, you need to throw the asyk and have time to collect all four asyks and catch the first one.

The ninth stage is “Undemes”, in which it is necessary to do everything that is done in the first stage, but under one condition. At the moment when the player catches the first asyk, having the second asyk in his hands, they should not touch, in other words, no sound should be heard.

The tenth stage is “Sart-surt”. It is played in the same way as the previous stage, only in this case a distinct sound of asyks hitting each other should be made.

The eleventh stage is “Karshu”, it is similar to the first stage, you only need to catch the asyk thrown up with your palm being in a vertical position.

The twelfth stage is “Otau” (Nabi), everything is quite simple here. Four asyks are thrown onto the table. Use your thumb and middle finger to form the entrance to the “cave” with your palm. With the other hand, the “khan” asyk is thrown into the air and the asyks remaining on the table are brought one by one into the cave.

## **Scoring**

1. After completing all 12 exercises, an exercise is performed that determines the number of points awarded to the player. 5 asyks are placed on the inner part of the palm of the hand. The player, having thrown them up, tries to catch the largest number of asyks with the outer side of the same hand, then tossing the asyks that he caught with the outer side, he must catch them in a top-down technique on the inside of the palm. As a result, for each asyk caught, the player receives 10 points.

2. Then the game repeats again. Upon completion of the next 12 exercises, a final scoring exercise is performed. The game continues until one player scores 150 points first.

3. If players with the same score complete the match after the time allotted for the game has expired, the winner is determined by the quality of the rounds, that is, in which exercise the players stopped. Victory is awarded to one or another player who stands higher out of 12 rounds.

The duration of the game is 15 minutes. During each game, you are allowed to take one break lasting 1 minute.



## Ordo

**Team line-up:** 8 players, 1 coach.

Athletes 18 years of age or older are allowed to compete. Competitions are held among men.

Ordo takes place on a flat area. The diameter of the circle is 12 m. Game duration is 2 hours.

Each team must have a unified sports uniform. Each participant's sports T-shirt must have a number that must correspond to the player numbers specified in the application. If two teams earn the same number of points, victory is awarded to:

- the team that won the face-to-face match;
- depending on the number of knocked out alchiks in all games;
- with the same number of alchiks knocked out, the number of Khans knocked out in all games is considered.

Competitions are held according to the current rules of the Ordo Oyunu Sports Federation of the Kyrgyz Republic.



## Tug-of-war

Tug-of-war competition between the peoples of the world.

### Team line-up:

30 athletes (20 men and 10 women), 1 coach, 1 representative, 1 referee.

4 weight categories:

Men: up to 640 kg, up to 720 kg. Women: up to 560 kg.

Mixed team (4 men 4 women): up to 580 kg.

In each discipline, 8 athletes and 2 substitute athletes (10 people) are allowed.

Athletes 18 years of age and older are allowed to compete. Competitions are held according to the rules of the International Tug of War Federation.



## Ushkyr Baige – Flat racing

Horses of the English thoroughbred riding breed that are registered in the international stud book and have a passport are allowed to participate in flat racing. The races are held according to the international rules of the international public organization “Qazaq Jockey Club”. Jockeys wear special clothing. Races are conducted by weight in accordance with the age, gender of the horse and race category. Flat racing is held at the following distances:



### **Flat racing at a distance of 1,600 m**

Stallions and mares born in 2022 are allowed to race.

**Foreign team line-up:** 2 horses, 2 jockeys, 1 coach, 1 groom, 1 representative.

**National team line-up** of the Republic of Kazakhstan: 6 horses, 6 jockeys, 6 coaches, 6 grooms.

### **Flat racing at a distance of 2,400 m**

Stallions and mares born in 2021 are allowed to race.

**Foreign team line-up:** 2 horses, 2 jockeys, 1 coach, 1 groom, 1 representative.

**National team line-up** of the Republic of Kazakhstan: 6 horses, 6 jockeys, 6 coaches, 6 grooms.

### **Flat racing at a distance of 3,200 m**

Stallions and mares born in 2020 and older are allowed to race.

**Foreign team line-up:** 2 horses, 2 jockeys, 1 coach, 1 groom, 1 representative.

**National team line-up** of the Republic of Kazakhstan: 6 horses, 6 jockeys, 6 coaches, 6 grooms.

### **Zhorga Zharys – pacing race (9 km)**

Riders are 8 years old and older. Horses of all breeds over the age of 3 years are allowed to participate in the race. The race is held at a distance of 9 km. Competitions are held according to the rules of the Baige Federation of the Republic of Kazakhstan.

**Foreign team line-up:** 3 horses, 3 jockeys, 3 coaches, 1 representative, 1 groom.

**National team line-up** of the Republic of Kazakhstan: 6 horses, 6 jockeys, 6 coaches, 6 grooms.



Астана қаласының әкімдігі Акимат города Астаны. City Hall of Astana.

## **Kunan baige – long-distance horse racing (11 km)**

Riders are 8 years old and older. Horses of all breeds over the age of 2 years are allowed to participate in the race. The race is held at a distance of 11 km.

New competitions are held according to the rules of the Baige Federation of the Republic of Kazakhstan.

**Foreign team line-up:** 3 horses, 3 horses, 3 coaches, 1 representative, 1 groom.

**National team line-up** of the Republic of Kazakhstan: 6 horses, 6 jockeys, 6 coaches, 6 grooms.

## **Top baige – long-distance horse racing (18 km)**

Riders are 8 years old and older. Horses of all breeds over the age of 3 years are allowed to participate in the race. The race is held at a distance of 18 km.

Competitions are held according to the rules of the Baige Federation of the Republic of Kazakhstan.

**Foreign team line-up:** 3 horses, 3 jockeys, 3 coaches, 1 representative, 1 groom.

**National team line-up** of the Republic of Kazakhstan: 6 horses, 6 jockeys, 6 coaches, 6 grooms.

## **Alaman baige – long-distance horse racing (25 km)**

Riders are 8 years old or older. Horses of all breeds over the age of 3 years are allowed to race. The races are held over a distance of 25 km.

Competitions are held according to the rules of the Baige Federation of the Republic of Kazakhstan.

**Foreign team line-up:** 3 horses, 3 jockeys, 3 coaches, 1 representative, 1 groom.

**National team line-up** of the Republic of Kazakhstan: 6 horses, 6 jockeys, 6 coaches, 6 grooms.





## Kokpar

Athletes 18 years of age and older are allowed to compete. Team uniforms must be the same.

**Team line-up:** 12 athletes, 1 coach, 1 representative, 4 grooms, 1 veterinarian

The kokpar field is divided equally into two teams. Parameters of the kokpar field: length - 220 m, width - 70 m. The finish area is set to 3 m in diameter (circle). The distance between the finish circles of both teams is 180 m. From the center to the “circle” - 90 m. From the “finish” to the outer line of the playing field - 20 m. The penalty area from the circle is 35 m, the diameter of the central circle and the circles on both sides is 8 m.

Team captains determine their finish line by drawing lots and plant their flag at the finish line. The competition consists of two stages of 20 minutes each. There is a 10-minute break between periods. After the break, the teams change the finish line. During the competition, no more than two people should be near the team: 1 coach, 1 representative.



Victory goes to the team that was able to throw the most “serke” (dummy) into its circle (finish). The weight of the Serke (dummy goat) should not exceed 30-33 kg. If two teams are tied before the end of the regular time of the match, a break of 5 minutes is given, the finish is postponed and an additional 10-minute period is given. Meanwhile, the team that makes the first throw (salym) into the circle wins. If no commands make throws at this time, then the winner is determined



by the method of combat. That is, from two teams, one player goes inside the circle in the middle. The referee throws the serke into the center of the two players; whichever player grabs the serke and places it in his circle, a point is counted. In this direction, three matches are held with three players from each team. The total number of points determines the winning team. Three minutes are given for each fighting method; if there are no points at this time, the referee stops the fight, and the next pair is called and begins the fight. During the fight, the serke leaves the field (out), the fight is stopped, and the next fight continues. The day before the start of the games, the jury for the sport, together with team representatives, hold a technical meeting at which a draw is held, and depending on the number of applications submitted, the procedure for holding the competition is determined.

Competitions are held according to the rules of the Kokpar Federation of the Republic of Kazakhstan.

## Audaryspak

**Team line-up:** 6 athletes, 1 coach, 1 veterinarian, 1 groom, 1 representative, 1 referee.

Athletes 18 years of age and older are allowed to compete. Competitions are held on a specially equipped site. The audaryspak field has a shape of a circle with a diameter of 15 m. The first named wrestler with a red belt enters the audaryspak field, the second named wrestler has a blue belt.

Competitions are held among men.

One athlete is allowed in all weight categories.

Weight categories: up to 60 kg, up to 70 kg, up to 80 kg, up to 90 kg, up to 100 kg and +100 kg. Competitions are held according to the rules of the World Horseback Wrestling Federation.



## Tenge Ilu

Tenge Ilu competitions will be held in 3 sections (three competitions are counted) – Bes beles, kos kulash, zheti kut.

**Team line-up:** 3 athletes, 1 coach, 1 veterinarian, 1 groom, 1 representative.

Athletes 18 years of age and older are allowed to compete. Tenge Ilu is organized on a specially equipped site – 150 m long, 20 m wide. Competitions are held according to the rules of the Republican Tenge Ilu Federation.



## Ashyrtmaly Aba Gureshi

National Belt Wrestling (the Republic of Turkey)

**Team line-up:** 5 athletes, 1 coach, 1 referee

Athletes 18 years of age or older are allowed to compete. Competitions are held among men.

One athlete is allowed in all weight categories. Weight categories: up to 60 kg, up to 70 kg, up to 80 kg, up to 90 kg and +90 kg. The competition takes place on a flat grassy field.

The competitions are held according to the rules of the National Turkish Ashyrtmaly Aba Gureshi Federation.



## Kazakh Kuresi

The fight is carried out in a standing position with action without grabbing the legs with hands. Fighting on the ground or lying down is not permitted. In Qazaq Kuresi, throws can be made by arbitrarily grabbing clothes, a belt with one or two hands, or grabbing the arms and torso.

**Team line-up:** 8 men, 8 women, 2 coaches, 1 referee.

Duration of the fight:

Among men – 5 minutes, – 1 minute. Among women – 4 minutes, beldesu – 1 minute.

Men: +18 years old up to 55 kg, up to 60 kg, up to 66 kg, up to 74 kg, up to 82 kg, up to 90 kg, up to 100 kg, +100 kg

Among women +18 years: up to 48 kg, up to 52 kg, up to 56 kg, up to 60 kg, up to 65 kg, up to 70 kg, up to 77 kg, +77 kg.

The competition is held according to the rules of the Qazaq Kuresi Association. The size of the roll-mat according to Qazaq Kuresi, including its safety zone, is 12x12 m. The area of the belt on which wrestlers fight is 4.5 m in radius from the center of the mat and 9 m in diameter. Total area – 144 sq.m (design may change in accordance with the agreement of the Qazaq Kuresi Association).





## Kurash

Two opponents fight in a standing position, the fight takes place on mats similar to those in judo. In kurash, wrestling in a prone lying position is prohibited. You can only fight in a standing position and only throws and sweeps are allowed. The use of any striking, painful, choking techniques, as well as grips below the belt is strictly prohibited.

**Team line-up:** 5 athletes, 1 coach, 1 referee.

Athletes 18 years of age and older are allowed to compete. Competitions are held among men and women. In all weight categories, 1 athlete is allowed per category.

Men's weight categories: up to 66 kg, up to 81 kg, absolute weight category.

Weight categories for women: up to 57 kg, up to 70 kg. Duration of the fight: Among men – 5 minutes. Among women – 3 minutes.

Competitions are held according to the rules of the International Kurash Association.



## Ssireum

Traditional wrestling in South Korea. A type of belt wrestling in which wrestlers, holding each other by the original belt (satpa) wrapped around the waist and hips, try to knock each other to the ground, using a wide variety of freestyle wrestling techniques. The platform for fighting ssireum, called “ssireum jang”, is a bulk one and has the shape of a circle. The height of the sand layer is from 10 to 20 cm.

Participants fight barefoot, dressed only in short wrestling trunks, over which a satba belt is tied. It is made of durable cotton fabric and is about two meters long. The satba is tied in such a way that it covers the wrestler’s right thigh with a ring, which is used to grab, and then goes around the lower back. As for the grip itself, there is a “right ssireum”, when the right hand of each wrestler lies on top of the opponent’s left hand, and “left ssirim”, when, on the contrary, the left hand lies on top of the right.

To win ssireum, you must force your opponent to touch the ground with any part of the body above the knee. Unlike Japanese sumo, pushing an opponent out of a limited area (janga) is not considered a victory. In this case, the wrestlers are simply returned to their original position. In ssireum, wrestling begins with the opponents kneeling in the center of the jang and taking a mutual grip, with the right hand grabbing the belt at the opponent’s waist, and the left hand grabbing the belt loop on his right thigh. Then the wrestlers stand up and wait for the signal to start the fight, which lasts 3 minutes.



In ssireum, blows, kicks and painful techniques on the joints are prohibited; only throws using the body, hips, arms and legs are allowed. Since the grip on the satba belt is maintained until any throw is carried out, grabbing the legs with the hands is not practiced in ssireum.

**Team line-up:** 3 athletes, 1 coach, 1 referee.

Athletes 18 years of age and older are allowed to compete. Competitions are held among men up to 80 kg, up to 90 kg, absolute weight category.

One athlete is allowed in each weight category. The competition is held according to the rules of the World Ssireum Federation.

## Alysh

Alysh – national belt wrestling (the Kyrgyz Republic). The wrestlers are dressed in special blue and green clothes, white pants with red belts. In the starting position, the athlete's head lies on the opponent's shoulder, while he follows the movements of the opponent's legs from under his hands. The fighters grab the opponent's belt by bending forward at the waist, passing the opponent's right hand and the left hand over his right hand. The fight takes place only in a standing position. The task of each wrestler is to try to throw the opponent onto his shoulder blades without letting go of his belt.

**Team line-up:** 24 athletes (12 men and 12 women), 2 coaches, 2 representatives, 1 referee.

Athletes 18 years of age and older are allowed to participate in the Alysh belt wrestling competition. Competitions are held in classical and freestyle among men and women.

In all weight categories, 1 athlete per participating country is allowed.

Weight categories:

- among men (classic style): up to 60 kg, up to 70 kg, up to 80 kg, up to 90 kg, up to 100 kg, +100 kg;
- among men (freestyle): up to 60 kg, up to 70 kg, up to 80 kg, up to 90 kg, up to 100 kg, +100 kg;
- among women (classic style): up to 55 kg, up to 60 kg, up to 65 kg, up to 70 kg, up to 75 kg, +75 kg;
- among women (freestyle): up to 55 kg, up to 60 kg, up to 65 kg, up to 70 kg, up to 75 kg, +75 kg.

Competitions are held according to the rules of the International Alysh Federation.



## Mas-wrestling

Mas-wrestling (stick tug-of-war) is the national sport of the peoples of the Russian north.

In mas-wrestling, opponents sit opposite each other, resting their feet on a board placed on its edge, and grab a stick with both hands. To win, the athlete must snatch the stick from the opponent's hands or pull him to his side along with the stick. The match lasts until two victories of one of the wrestlers.

**Team line-up:** 12 athletes (7 men and 5 women), 2 coaches, 1 referee.

Athletes 18 years of age and older are allowed to compete. Competitions are held among men and women.

Weight categories:

among men: up to 60 kg, up to 70 kg, up to 80 kg, up to 90 kg, up to 105 kg, up to 125 kg, over 125 kg; among women: up to 55 kg, up to 65 kg, up to 75 kg, up to 85 kg, over 85 kg.

The competition site is a platform - a flat, uneven platform that can withstand a load of up to 600 kg.

Competitions are held according to the rules of the International Mas-Wrestling Federation.

## Powerful nomad. Strongman competition

**Team line-up:** 1 athlete, 1 coach, 1 referee, 1 representative,

Athletes 18 years of age or older are allowed to compete. Competitions are held among men. Every country can have 1 athlete.

Weight category: over 90 kg. Competitions are held in 5 disciplines:

- 1) Lifting a 100 kilogram stone and carrying it 10 meters;
- 2) Squats with a 100 kg bag;
- 3) Throwing a 10-kilogram javelin with the right or left hand towards a target standing 10 meters away;
- 4) Squats with a 130 kg log on your shoulders;
- 5) Towing a 200 kg trolley for 10 meters.

## Togyzkumalak

According to the rules of the Togyzkumalak game, two players participate in it, each of whom has 9 holes on the board (a total of 18 holes, called «otau»), located opposite each other. Each hole has its own name: 1 - art, 2 - tekturmas, 3 - at otpes, 4 - atsyrtar, 5 - bel, 6 - belbasar, 7 - kandy kakpan, 8 - kokmoin, 9 - mandai. In addition, there are two more accumulative holes on the board, called “kazan”.

At the beginning of the game, each player has 81 balls of his own color, that is, 9 balls for 9 holes.

The main task of the game is to move the pebbles in the game holes and collect as many of them as possible into the “kazan”. The collected pebbles are placed in a storage hole. Players make moves one by one. The player who was given the right of the first move by lot takes out all the balls from any hole in his row, except one, and moves them from left to right, dropping one into each subsequent hole in such a way that the last ball falls into the opponent’s hole. If the number of balls in this hole after the end of the turn turns out to be even, then all of them are the “prey” of the player and are transferred to his kazan. The right to make the next move passes to the opponent. If there is not a single ball left in the holes of one of the players, then his opponent transfers all the balls of his row to his kazan. The game is played until one of the two players collects more than 81 pebbles in his kazan (this player wins), or they both collect 81 pebbles (draw).

**Team line-up:** 2 – men, 2 – women, 1 – coach.

Athletes 16 years and older are allowed to compete.

Competitions are held in individual and team competitions according to the Swiss system. Quantity – 7 rounds. The results are summarized separately between men and women. Time limit - 1 hour for each player.

Competitions are held according to the rules of the World Togyzkumalak Federation





## Mangala

Mangala is an intellectual game of the Turkish people. Two people play. On the game board there are six identical holes arranged in two rows, which together make up 12 small holes, and there are also large accumulation holes - storage sections in which players collect stones. The game «mangala» is played with 48 stones.

The game begins with casting of lots. Players distribute all 48 stones, four at a time, into each of the 12 holes, leaving the accumulation holes empty. The six small holes on your side of the board are the player's field, and the six holes opposite are the opponent's field. Players try to collect as many stones as possible in their storage section. The one who collects the most stones wins the game.

**Team line-up:** 2 men, 2 women, 1 coach.

Competitions are held in individual and team competitions according to the Swiss system. Number of rounds – 7. The results are summarized separately between men and women. Each player is given 20 minutes for one game.

The competition is held by the World Togyzkumalak Federation in coordination with the International Mangala Federation.

## Oware

Oware is an intellectual game of the peoples of West Africa. It is played by two people. On the game board there are six identical holes arranged in two rows, which together make up 12 small holes, and there are also large accumulation holes - storage sections in which players collect stones. The Owari game is played with 48 balls. The six small holes on your side of the board are the player's field, the six holes opposite are the player's field, respectively. Players try to collect as many balls as possible in their storage section. The one who collects the most balls wins the game.

**Team line-up:** 2 men, 2 women, 1 coach.

Competitions are held in individual and team competitions according to the Swiss system. Number of rounds – 7. The results are summarized separately between men and women. Each player is given 20 minutes for one game.

The competition is held by the World Togyzkumalak Federation in coordination with the International Oware Federation.

## Dasturli Sadak Atu

Traditional archery (the Republic of Kazakhstan).

Competitions are held among men and women. Traditional archery competitions are held at the following distances:

Kazakh target jamba (women and men) – 30 m; Turkish target puta – 60 m (women) 70 m (men); Kalkan – 50 m (women) 60 m (men);

Team jamba – 30 m (team line-up: 3 men, 2 women).

All athletes participating in competitions and ceremonies wear traditional uniforms.

Athletes 18 years of age and older are allowed to compete.

**Team line-up:** 6 men, 4 women, 2 coaches, 1 referee.

The competition is held according to the rules of the Sadaq Aty Republican Federation of Traditional Archery.

## Zhamby Atu

Traditional horseback archery

Traditional archery competitions on horseback are held in 4 styles: Korean style, Turkish style, Hungarian style, Kazakh style (jamby atu).

The length of the racing track is 100 m, the width is 3 m.

**Team line-up:** 4 athletes, 2 coaches, 1 referee. One athlete is allowed per discipline.

Athletes 18 years of age and older are allowed to compete.

Competitions are held according to the rules of the Federation of Zhamby Atu National Sport of the Republic of Kazakhstan.





**Kusbegilik** – hunting with birds of prey:

**Burkit** – hunting with a golden eagle

**Karshyga** – hunting with a hawk

**Itelgi** – hunting with a falcon

Competitions in the Kusbegilik national sport will be held in three types: with golden eagles, hawks and falcons.

Berkutchi athletes must have a comfortable national uniform. Competitions are held according to the rules of the Republican Kusbegilik Federation.

## **Hunting with a golden eagle**

**Team line-up:** 3 berkutchi, 1 coach, 1 veterinarian.

Athletes 18 years of age and older are allowed to compete.

In this type of competition, participants test their golden eagles in two exercises: inviting the bird to the hand (kolga shakyr) and to the bait (shyrga salu).

The winner of the competition is determined by the number of points earned during two competitions. In this competition, the golden eagle is seated at a distance of 500 meters from the athlete. At the referee's signal, the berkutchi begins to call out to his golden eagle, holding the bait in his hands. Here the time of arrival of the golden eagle to the berkutchi's hand is estimated. When the referee whistles, the countdown begins. If within two minutes the golden eagle does not respond to the owner's voice, the attempt is not counted. Each participant is allowed to call his golden eagle once, while standing on the ground or on horseback. In this competition, each athlete launches his golden eagle in the direction of a dummy made from fox skin, which is pulled by the rider as he gallops. The golden eagle must reach the animal moving at medium speed and grab it. Two flags are placed along the golden eagle's flight path. The distance between flags is 300 meters. The time and speed of the bird's flight between these flags are estimated. According to the rules, a hunter can only launch his golden eagle once.

Competitions are held according to the rules of the Republican Federation «Kusbegilik».

## Hunting with a falcon

**Team line-up:** 3 berkutchi, 1 coach, 1 veterinarian.

Athletes 18 years of age and older are allowed to compete.

The speed of the falcon's flight is assessed by launching it on a lure. Each athlete is given 3 minutes to test his falcon. The distance between flags is 200 m. During this time, the bird must take off and from the air imitate an attack on the lure, which the athlete is spinning on a rope. The lure is made from partridge, pheasant and pigeon feathers taken from the tail and wings. According to the rules, the referees note how many times the falcon flew in and imitated an attack on the lure. The winner is determined by the highest number of points.

Competitions are held according to the rules of the Republican Federation «Kusbegilik».

## Hunting with a hawk

**Team line-up:** 3 berkutchi, 1 coach, 1 veterinarian.

Athletes 18 years of age and older are allowed to compete.

The hawk's flight speed is assessed by launching it onto a lure and inviting the bird onto the hand. Each athlete is given 3 minutes to test his hawk. The distance between flags is 200 m. During this time, the bird must take off and from the air imitate an attack on the lure, which the athlete is spinning on a rope. The lure is made from partridge, pheasant and pigeon feathers taken from the tail and wings. According to the rules, the referees note how many times the hawk flew in and imitated an attack on the lure. The winner is determined by the highest number of points.

Competitions are held according to the rules of the Republican Federation «Kusbegilik».



@ Sayatsalyq



# COMPETITIONS AND TRAINING PLACES

## KAZANAT HIPPODROME (Argymak equestrian sports and recreation complex, Ethnoaul)



### Description of the facility

#### Quantity of spectator seats

- 10,000

#### The length of the racing track is

1,800 m

#### Address:

Astana, Nura district, Karkaraly highway

### Organized events

#### Kazanat Hippodrome

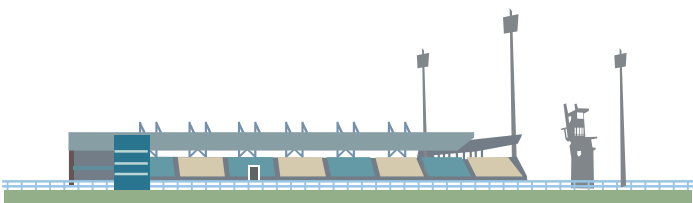
- Flat racing 1,600m
- Flat racing 2,400m
- Flat racing 3,200m
- Zhorga 9,000m
- Kunan bayge 11,000m
- Top Bayge 18,000m
- Alaman Bayge 25,000m
- Kokpar
- WNG Astana 2024 Closing ceremony

#### Ethnoaul

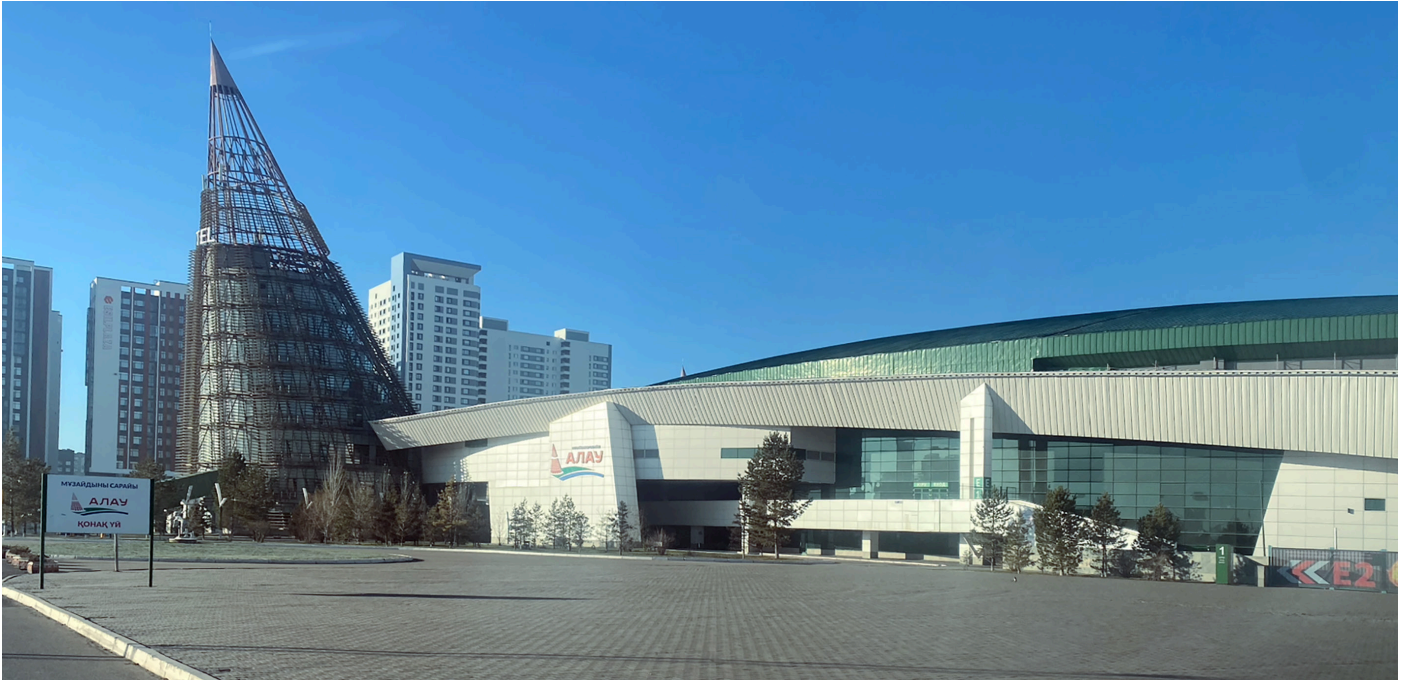
- Competitions on national types of hunting with birds
- Audaryspak
- Tenge Ilu
- Zhamby Atu

#### Argymak equestrian sports and recreation complex

- Dasturli Sadak Atu



# ALAU ICE PALACE



## Description of the facility

### Quantity of spectator seats

– 7,462

### Address:

47 Kabanbay Batyr Ave., Yesil district, Astana

## Organized events

### Alau Ice Palace, the main arena, southern part of the running track

- Ssireum
- Kurash
- Ashyrtmaly Aba Gureshi
- Arkan Tartys

### Alau Ice Palace, the main arena, northwestern part of the running track

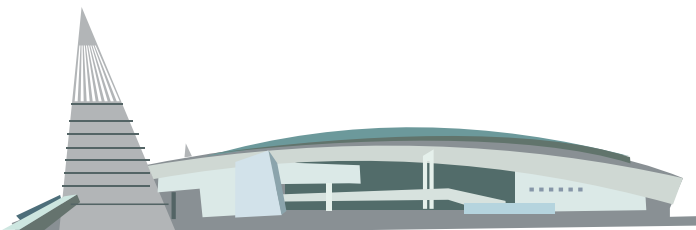
- Asyk Atu
- Ordo

### Alau Ice Palace, the main arena, north-eastern part of the running track

- Mas-wrestling

### Alau Ice Palace, gaming hall, western tower

- Training by types of wrestling





# WRESTLING PALACE NAMED AFTER ZHAKSYLYK USHKEMPIROV



## Description of the facility

Quantity of spectator seats  
– 5,000

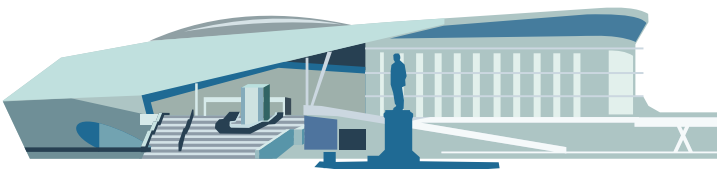
### Address:

43 Kabanbay Batyr Avenue,  
Yesil district, Astana

## Organized events

**Wrestling palace named after  
Zhaksylyk Ushkempirova, the main  
arena**

- Kazakh Kuresi
- Alysh



# DUMAN HOTEL



## Description of the facility

## Description of the facility

### Address:

2A Korgaldzhinskoye Highway,  
Yesil district, Astana

## Organized events

## Duman Hotel Parliament Conference Hall

- Togyzkumalak
- Mangala
- Oware

