The History and Characteristics of Traditional Sports in Central Asia: Tajikistan

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The History and Characteristics of Traditional Sports in Central Asia: Tajikistan

Zubaidullo UBAIDULLOEV *

Abstract

Tajik people have a rich and old traditions of sports. The traditional sports and games of Tajik people, which from ancient times survived till our modern times, are: archery, jogging, jumping, wrestling, horse race, chaygon (equestrian polo), buzkashi, chess, nard (backgammon), etc. The article begins with an introduction observing the Tajik people, their history, origin and hardships to keep their culture, due to several foreign invasions. The article consists of sections Running, Jumping, Lance Throwing, Archery, Wrestling, Buzkashi, Chaygon, Chess, Nard (Backgammon) and Conclusion. In each section, the author tries to analyze the origin, history and characteristics of each game referring to ancient and old Persian literature.

Traditional sports of Tajik people contribute as the symbol and identity of Persian culture at one hand, and at another, as the combination and synthesis of the Persian and Central Asian cultures. Central Asia has a rich history of the traditional sports and games, and significantly contributed to the sports world as the birthplace of many modern sports and games, such as polo, wrestling, chess etc. Unfortunately, this theme has not been yet studied academically and internationally in modern times. Few sources and materials are available in Russian, English and Central Asian languages, including Tajiki. The purpose of this paper is to analyze the history and feature of the traditional sports and games in Tajikistan as the legacy of the ancient Sogdian, Bactrian and Persian cultures from the Tajikistan point of view. The paper tries to fill the gaps within the body of existing literature and understanding concerning the theme. To achieve this goal the author tried to use available modern and historical materials in Tajiki, Persian, English and Russian languages. According to findings, there are several works in the old and classical Persian literature, which have stories on the ancient traditional sports, games and mastery. Although they are valuable historical materials, but they are not a specific literature focusing only on sport and games. Therefore, a separate research is necessary on the traditional sport, games and mastery of the Tajik (Persian) people in each of those historical materials.

Key words: Central Asia, Persia, Tajikistan, Tajik people, traditional sports and games.

Introduction

Tajiks are the only national group of Persian (Iranian) and Aryan descendants in a predominantly Turko-Mongol environment in Central Asia. Tajiks are characterized by different scholars and sources as following: Tajiks, an Aryan people were the first to settle in Central Asia 13 (p.395), 'the earliest known inhabitants of Central Asia' 31 (p.57), 'the oldest settled population of Central Asia' 49 (p.15), 'the oldest inhabitants of this region' 29 (p.1), 'indigenous inhabitants' 26 (p.44) and the 'original Iranian population of Central Asia' 13 (p.404) 'sedentary Persian-speakers of the Iranian plateau and Transoxania' 31 (p.710) etc. The word 'Tajik' means 'Royal', 'Persian/Iranian' and 'non-Turk'. Tajiks of Tajikistan and Central Asia share a common language, culture and traditions with Tajiks of Afghanistan and Persian-speaking people of Iran. The ancestors of modern Tajiks are Bactrians and Sogdians, who were known historically by their high mastery, skills and patriotism during the invasion of Alexander the Great. Central Asia throughout the history was attacked and invaded by many powerful foreigners, such as Greeks (Alexander the Great), Arabs, Mongols and Russians. Despite the heroic struggle against those invaders, Central Asia was invaded several times by the above-mentioned invaders. Many Tajiks had to leave their homeland and move to other places and regions. But, everywhere they went, they kept own culture and traditions, especially the traditional

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sports. Tajik wrestlers, archers, fencers, chess players, swimmers, horse riders and representatives of other sports didn’t lose their high mastery during those movements and migration. They developed and kept the Tajik traditional sports and games till our time. Ancient Tajiks paid a special attention to teach courage, bravery and mastery to their children. Education and training of the youth were implemented under the fresh air. The youth learned wrestling, horsemanship, shooting, archery, lance throwing, jumping, hunting, equestrian polo, etc. They were supposed and must get used to heat and cold and also less eating. Modern Tajiks didn’t forget all these ancient and traditional sports.

There are many works in the classical Persian literature, which have stories on the ancient traditional sports, games and mastery of the Tajik (Persian) people, including the world-famous Shahnama (The Book of Kings) of Abulqasim Firdawsi, Hamzanama (The Book of Hamza), Abumuslimnama (The Book of Abumuslim), Qabusnama of Unsurl-ma’ali Kaikavus, Samak-e ayyar, Siyasatnama (The Book on Politics) of Nizamulmulk, Darabnama (The Book of Darab), Char darvesh, Hatam-e tay, etc. from the era of Kayanian (Kayanids), Achaemenid Empire, Sasanian (The Sasanid Empire) and Samanian (The Samanid Empire). Among these works Qabusnama (Mirror for Princes) of Unsurl-ma’ali Kaikavus (11th century) and Siyasatnama of Nizamulmulk (11th century) are peculiar sources of study and teaching of the Tajik (Persian) national games. Both are valuable historical materials, but they are not a specific literature focusing only on sport and games. However, in both of them there are recommendations and advices on effective ways for education, training and mastery. A separate research is necessary on the traditional sport, games and mastery of the Tajik (Persian) people in each of these valuable historical works. The purpose of this paper is to analyze the history and feature of the traditional sports and games in Tajikistan as the legacy of the ancient Sogdian, Bactrian and Persian cultures from the Tajikistan point of view.

Some kinds of the traditional sports and games of the Tajik people

Running

Running is davidan in Tajiki (Persian) language. Preparing talented and skillful runners and fast walkers had an educational and practical importance in Persia and Central Asia. Runners and fast walkers had groups and a leader. They played a very important role to bring the news from the long distance in a very short time. A great Persian scholar and politician of 11th century Nizamulmulk in his book Siyasatnama (The Book on Politics) has viewed about the importance of fast walkers and runners (p.5). An eminent Persian poet and scholar of the 16th century Central Asia, Zaynaddin Mahmud Wasifi was famous for his mastery in arm wrestling, swimming and walking (p.6). Marco Polo, a world-known European traveler, whose travel record book introduced Central Asia and China to the West, has mentioned about the runners and fast walkers of the Orient. According to him, professional runners were placed at the distance of approximately 5km. In this way they took a letter from one place to another (p.5–6). Tajikistan’s mountainous location always required people to walk fast, run and jump.

Jumping

The Tajiki (Persian) words for jumping are jahidan, jahish, paridan, etc. The geographical location of their lands required Tajiks and other Central Asian people to learn not only fast walking and running, but also jumping over obstacles, ditches, rivulets, rocks, ravines and etc. For this purpose, people from childhood practice different types of jumps, such as jump from the roof on the hillock, on the snow, jumping with crutch to the length, jumping with both feet to the front, etc.

Lance Throwing

Lance throwing is an ancient sport of Tajik people and people practiced it for physical and military training. The word for lance in Tajiki (Persian) language is naiza and word for lance throwing is naizaandozi. The great and highly revered Persian historian and poet of the 10th century Abulqasim Firdawsi in his world-known epic Shahnama (The Book of Kings) has mentioned about lance and lance throwing. Firdawsi uses a term zhupin/zhubin for lance (p.8–9).

Lance itself is one of the ancient tools used for hunting and fighting. The length of the lance was about 1–2 meters and made from the tree’s branch. Both infantry and horseman used the lance. The most significant indication of the lance’s talent was to bring down an animal or enemy with one strike. Some talented lancers threw it to the target successfully from about 60 meters. The ancient Tajik lancers always had two lances.
the era of Ardashir – the first king of Sasanian Empire (A.D. 226–637) of Persia, a lance, sword and dagger were the main weapons of a horseman \(^{59}\) (p.9). A lance was used to fight from a long distance. But, they fought with the sword and dagger from the near distance. Let me bring one example of the Tajiks’ ancient game with a lance. A horseman rode his horse fast and pierced his lance into the egg on the ground and lifted up.

**Archery**

Archery is also one of the ancient sports of Tajik nation. The word for archery in Tajiki (Persian) language is kamonvari, kamongari, kamonkashi, tirandozi, etc. And the word for bow is kamon and for arrow is tir and paikon. Bow and arrow are considered as the sacred weapon in the Persian culture. The great and highly revered Persian historian and poet of 10th century Abulqasim Firdawsi in his world-known epic Shahnama (The Book of Kings) has described the mastery of Bahram and others in archery \(^{91}\) (p.13).

Tajiks used archery for two purposes, hunting and military training. Talented and skillful archers were especially respected and popular among people. Archery and shooting skills were very necessary for hunters. Because, the youth learned archery as their ancestors profession. Now, in modern Tajikistan there are streets and communities, which have a name “kamongaron” (archmakers) or “kamonkashon” (archers). Shooting an arrow to the target was a popular sport and was called “Zarbuzi” \(^{83,89}\) (p.11) in some areas. It has different names in other areas. Zarbuzi was performed with a black bow. Usually, the Zarbuzi event and competition was organized on the occasion of the birth of a new baby. About 40 or 60 people attended it. The players were called “kamonvar” “kamonkash” or “kamonaki”. Zarbuzi competition was organized outside the village in a safe place. The place of Zarbuzi was called “shinakjoy”.

Shooters competed with each other to shoot the arrows at the target from the distance of 150–300 meters. Shooters or archers of one village competed with shooters or archers of another village. Zarbuzi competition was opened and started by the best archers. Gifts like cow, sheep, goat, carpet, etc. were given to the winners. For example, the shooters or archers in order show their skill, they tie up the seed of apricot in a thread, hanged it on a tree branch and shot an arrow at it. The person, who shoots the seed of apricot with one try, would be considered as the best archer. During a special competition the archers shot about 10–12 arrows and tried to reach the target. Some skillful archers shot from the distance of 200 steps to the target, which is equal to cow’s eye. And the popular archers from the distance of 70 steps shot a walnut and divided it into two parts.

Horse riding and archery were of the main educational and training in ancient Persia. Tajik people practiced two types of archery: archery on foot and horsemen archery. Those, who practiced an archery on foot, they used a bigger and heavier bow. During shooting they leaned their knee against the ground and shot an arrow to the target. Their arrow was longer. The horsemen’s bow was smaller and lighter. They had a special bow and arrow case. The horsemen archery has been described in the world-known work “Masnavi” of the great Tajik (Persian) scholar, thinker, spiritual master and poet of the 13th century Mavlana Jalaluddin Balkhi (Rumi) \(^{99}\) (p.14). The horsemen archery competition was organized and held in this way: In the area of 40–50 meters edge and 80–100 meters length they pierced a pillar of 5–6 meters and put a target on the top of that pillar. According to arbitrators assignment one of the archers rode his horse from the specified start point and shot to the target. All players – horsemen compete similarly.

Shooting an arrow at horse run called Saraspa \(^{59}\) (p.18) was a favorite game of Tajiks. Tajik people played it at weddings, new year and other festivals and ceremonies. It was organized in a large field. A target was put with a distance of 500–600 meters \(^{59}\) (p.18). A moving target such as a goat or chicken was also used. The best archers and horsemen participated in Saraspa.

Archery was much developed in Tajikistan during the Soviet period. Tajikistan was famous with its great archers in the Soviet Union and the world. For example, a Tajik lady Zebiniso Rustomova in the World Archery Championship in 1975 in Interlaken, Switzerland became the world champion with 2465 points. \(^{44,54}\) She made a world record in 30, 60 and 70 meters. In the history of archery by 1975 she was the only person, who returned home with 5 gold medals and 1 bronze from the world championship. Thanks to achievements of Zebiniso Rustomova and other archers, the USSR national women archery team made a world record and got a gold medal with 7252 points. In 2010 after 35 years of becoming a world champion in Interlaken, Switzerland Ms. Zebiniso Rustomova told an interesting story in her interview for the ASIA-Plus of Tajikistan: “When I won the world championship and even with a world record, President of
the International Federation Francesco Ruscone ran up
to me with a map and asked to show, where is Tajikistan.
I searched for a long time, but there neither Tajikistan
nor Dushanbe were not indicated. Seeing the Pamir
mountains, I gleefully shouted, “I am from here!” And
next day all the newspapers wrote that a girl from Pamir
became the world champion.” 46,47)

In 1976 Zebiniso Rustamova participated in the 21st
Olympics in Montreal and got a bronze medal.35,44)
During her career, she was a champion of the USSR for
15 times during 1975–1987 and three times world
champion52)(p.127). Ms. Zebiniso Rustamova’s other
achievements:
1. Silver medal (USSR Ladies Team), World
Championship 1977, Camberra, Australia.49)
2. World champion (USSR Ladies Team), World
Championship 1985, Seoul, South Korea.52)
3. World champion (USSR Ladies Team), World
Championship 1987, Adelaide, Australia.49)
4. Gold Medal (USSR Ladies Team) in European Archery
5. Gold Medal (Indoor) three times in a row – 1983,
1985, 1987 and many others.

Ms. Zebiniso Rustamova was the Deputy Chairman of
the Sports Committee of Tajikistan during 1986–1992
and Chairman of this committee during 1992–1995
and also Vice-Chairman of the NOC Tajikistan during 1992–
2000. Thanks to the above mentioned high achievements
of Zebiniso Rustamova many women in Tajikistan
became interested in archery. Only within 10 years from
1971 till 1981 more than 75 archers of Tajikistan got the
title of the USSR Master of Sports. Apart from Zebiniso
Rustamova other great and top archers and archery
coaches of the former Soviet Union from Tajikistan are
Alexander Kirillov, Lola Valikhojaeva (world champion),
Gavhar Pulatova (European champion)49), A. Panzhin,
Zubaidullo Salimov (USSR champion, USSR archery
team’s coach) and others.

The development of archery declined in Tajikistan
after the collapse of USSR and obtaining an
independence. Tajikistan was the only country in Central
Asia, which faced a bloody and long civil war soon after
independence during 1992–1997. Due to civil war,
instability and hard transition period, many great and
talented sportsmen and coaches left Tajikistan and now
they live and work abroad. Alexander Kirillov - the
highly respected coach of the USSR National Archery
Team was a citizen of Tajikistan. Kirillov has started
practicing archery in Dushanbe, the capital city of
Tajikistan, when he was 14 years old. From 1992 till now
he lives in the USA and trains the top archers, including
the Olympians. Alexander Kirillov so far three times
became the USA Archery Coach of the Year57). Kirillov
also has coached the Korean National Archery Team,
Venezuela Archery Team and USA Olympic Archery
Team. Another Tajikistan’s best archer and coach of the
Soviet era is Zubaidullo Salimov. Now Zubaidullo
Salimov lives and works in Iran and is a coach of Iran
national archery team58). Other top Tajikistani archers of
the Soviet era also left Tajikistan and work abroad. Lola
Valikhojaeva and Gavhar Pulatova live and work in
Russia as a coach and Marhabo Sharifova lives and
works in Austria.

Wrestling

Wrestling is one of the most ancient sports in the
history of humanity. Wrestlers competed in the ancient
Egypt, Mesopotamia and Persia and other ancient
civilizations. Wrestling is one of the oldest and the most
popular sport of the Tajik people. The terms for wrestling
in Tajiki (Persian) language are kushiti, kushtigiri, gushti,
gushtigiri, gushtin, gushtingiri, etc.51,59)(pp.18–23) 52)
(pp.163–182)

In the epic Shahnama (The Book of Kings) written by
a great Persian historian and poet Abulqasim Firdawsi of
the 10th century there are many places, where the author
mentions about the wrestling73)(p.72) and describes
the mastery of heroes Rustam, Suhrab, Barzu, Siyavush,
Another great and world-known Persian scientist, doctor
and poet of 10th–11th centuries – a Tajik from Bukhara
city Abu Ali Ibn Sina (famous and known in the West as
Avicenna) has written a book Al-Qanun (The Canon of
Medicine). Abu Ali Ibn Sina’s The Canon of Medicine
was a standard medical textbook in many medieval
universities. In this book the author while mentioning
about the benefit of traditional martial arts, he describes
two types of local wrestling56):
1. Two men grab each other’s belt and pulled another.
And each man tries to free himself from the opponent’
scuffs.
2. Two men shake hands with two hands with each other,
pass through the right hand under the opponent’s left
hand and pull to oneself and try to turn down an
opponent.

The eleventh-century epic Garshaspnama of Asadi
Tusi, the thirteenth-century war treatise *Adab al-Harb va al-Shoja* of Fakhre Modabbar, the thirteenth-century *Gulistan* (The Garden of Flowers) of Sa‘di Sherazi and many other Persian historical sources mention about the importance of wrestling. The *Masnavi Gol-e Koshti* of Mir Nejat from the Safavid era mentions and describes 109 wrestling techniques\(^1\) (pp.72–75).

Another great Persian scholar and poet Sa‘di Sherazi in his book *Gulistan* (The Garden of Flowers) has a story, where he has mentioned about 360 techniques of wrestling\(^1\) (p.74)\(^\text{33}\) (p.18). The archaeologists have proven that wrestling was very popular among the Sogdians and Bactrians - ancestors of Tajiks. Today in the modern period, Tajik people still cherish and love wrestling. Sport is one of the main pillars of the Tajik (Persian) New Year Navruz. In Tajikistan, during the national New Year Navruz, every village, community, town and city organize a new year open wrestling competition. Men of any profession (not only wrestlers) try and join the competition. According to traditions, children begin the competition, then youngsters continue and after them, the notable wrestlers compete with each other. If somebody is defeated in a village Navruz wrestling competition, his brother competes with the same opponent to save the family’s pride. Wrestling is an important part of the culture of Tajik people. For example, when a family visit their relative’s or friend’s house and if there is a boy in the host family, who is almost the same age with their son, they ask their son “Please wrestle with your son. Let’s check, who is stronger”. If you paid attention, father doesn’t say ‘fight with their son’, he says ‘wrestle with him’.

Tajiki national wrestling is very similar to free style wrestling, belt wrestling, Iranian wrestling, Afghan wrestling, other Central Asian wrestlings and Japanese Judo. In Tajiki wrestling, the *pahlavons*\(^2\) (p.93) (wrestlers) should wear the national coat and short pants and fasten a light belt around their waists\(^2\) (p.154). A *pahlawon* (wrestler) may grab and hold his opponent’s belt, sleeve or collar of jacket or coat. Clench below the waist is not allowed. However, the sprints through legs are allowed. The winner is the one, who throws an opponent back down first\(^\text{33}\) (p.163). Tajik and Iranian people throughout the history had many eminent and famous heroes and wrestlers, such as Faridun, Eraj, Manuchehr, Sam-e Nariman, Zal-e Zar, Rustam (Rustam-e dastan), Suhrab, Siyavush, Isfandiyar Ruintan and many others.
Wrestling in the Persian manuscripts:

Buzkashi (Goat dragging)

*Buzkashi*⁴⁸ (pp. 219–224),⁴⁹ (pp. 24–25) is the Central Asian sport played among Afghans, Kazakhs, Kyrgyz, Tajiks, Turkmen, Uighurs and Uzbeks. It is considered as a national game for all of these nations.⁵¹ *Buzkashi* is the national sport of Afghanistan.⁵² The name of this sport is *Buzkashi* in Persian-speaking countries Afghanistan and Tajikistan, where *buz* is goat and *kashi* derived from the verb *kashidan* is dragging. But, among the Turco-Mongol nations of Central Asia - Kazakhs, Kyrgyzs, Turkmen, Uyghurs and Uzbeks this game known as *Kokbura, Kokpar, Kokboru, Kukpari, Kukbure, Ulak Tartish, Oghlak Tartish* etc.⁴⁸ This game is also played among many Turko-Mongol and other Asian people in Ural, Siberia and other regions of the Russian Federation, especially among Altai, Tatar, Bashkir, Buryat, Khakas, Tuva and others. For example, this game was revived in Altai Republic of Russia since collapse of the Soviet Union, as a socio-cultural symbol of self-identification of the Altai people.⁵⁵

*Buzkashi*, a “game for real men”⁴⁷ is a sport in which teams or individuals on horseback compete to gain possession of a headless goat carcass and bring it to a scoring area. *Buzkashi* is generally compared to polo. Because, polo and *buzkashi* both are played between men on horseback and both games require and involve moving an object toward a goal and both games are particularly rough. There is a significant difference between them, that polo is played with a ball, but *buzkashi* is played with a headless goat carcass. However, horse is not the only animal used for *buzkashi*. For
example, the Tajiks of Xinjiang-Uyghur Province of China use yak for *buzkashi* game. In Tajikistan, the game is specially popular in the spring season during Navruz – a Persian New Year.41,42 A *buzkashi* player is called *Chapandaz/Chapandoz/Chovandoz*52(p.220)59(p.24) in Tajikistan and Afghanistan and called *Shabandoz* in Kazakhstan.

In classical *buzkashi* there are no tea mugs. Each player plays for himself. The goal of each rider - to grab the goat carcass and keep it as long as possible to win the sympathy of the audience and take it to the goal. This classical *buzkashi* is popular and played in Tajikistan. *Buzkashi* horses are specially trained. They must be prepared for games not less than five years. Sometimes this fierce game can last for several days. According to tradition, the game must begin with the oath of participants to play fair. Anyone who has not taken such oath is not allowed to play.

Authors are in different opinion about the origins of *buzkashi*. Many historians and scholars believe that this game began with the nomad Turko-Mongol people since Chengiz-Khan times52(pp.220, 222). Some even believe that the Mongol emperor Chengiz-Khan is the author of this game. Russian scholars consider it as a horse entertainment of the descendants of Chengiz-Khan. And, there are scholars, who believe that the origin of this game dates back to the times of Alexander the Great.43 Tajiks are the only people in Central Asia, who are not of Turko-Mongol origin. The ancestors of Tajiks are Sogdians, Bactrians and Persians. But, Tajiks have lived in the same region with the nomad Turko-Mongol nations for centuries. Therefore, the game *buzkashi* became popular among Tajiks too. There is a Federation of Buzkashi and Horse Race in Tajikistan.

### Chavgon (Horse Polo)

*Chavgon*51/Chavgonbozi52(p.226-231)59(p.25-33) is another ancient sport of the Tajik (Persian) people. Polo is the world’s oldest team sport52(p.229) and its origin is Central Asia51(p.215), a region known with its excellent horses in the world. According to Britannica, polo is a game of Central Asian origin, which was first played in Persia (Iran) at dates given from the 6th century BC to the 1st century AD.12 Polo – the national game of Central Asians and Persians was borrowed by many other countries13 and starting from the 5th century BC it was spread from Persia to Arabia, Tibet, China and Japan13 (p.215)59(p.27). The first recorded match of polo game happened in about 600 BC between Turkomans and Persians, where Turkomans won the game52(pp.227, 229). Polo was a favorite game of royalty and noblemen in Persia. It enjoyed a royal patronage. *Nagsh-e Jahan* Square in Isfahan region of Iran is in fact a polo field built by shah (king) Abbas I in the 17th century, which has the oldest existing goal posts18(p.7). There are opinions that polo was brought from Central Asia to Greece in 5th-4th century BC. Alexander the Great became familiar with polo in Central Asia during his invasions. Starting from that period, polo was introduced and spread to Greece55(p.26). Laflaye is of opinion that polo “began as a simple folk game played by the nomadic tribes in Central Asia”16(p.5). As per the same author, polo from Central Asia initially spread westward to Byzantium and Constantinople, where the game was played in the 4th century, and eastward to China through the famous Silk Road.
centuries (11th-19th century) Asian Muslim conquerors, who ruled India for almost ten centuries, first of all, the word and game of \textit{chavgon} introduced to the Indian Subcontinent by the Central Asian kings and royalties, like Siyavush, Afrasiyab, Gushtasp and others played \textit{chavgon}.

The great Tajik (Persian) scientist, doctor and poet of the 10th century Abu Ali Ibn Sina (known as Avicenna in the West) recommended \textit{chavgon} as a medical treatment for some diseases. An eminent Persian ruler and author of 11th century Kaikavus dedicated one chapter of his book \textit{Qabusnama for chavgon}.

\textit{Chovgan/Chovqan} is considered as the national sport in Azerbaijan as well. Since independence of Azerbaijan from the former Soviet Union, several national games of the President Cup were conducted by now. In December 2013 at the eighth session of the UNESCO Intergovernmental Committee, which was held in Baku, capital city of Azerbaijan, a version of this ancient game with the name \textit{Chowqan} was inscribed on the UNESCO List of Intangible Cultural Heritage in Need of Urgent Safeguarding, as a traditional Karabakh horse-riding game in the Republic of Azerbaijan. This decision of UNESCO faced a huge opposition and criticism from the government, people, including historians and other intellectuals of the Islamic Republic of Iran and Afghanistan, also joined Iran in the objections. Historians and other intellectuals of Tajikistan strongly opposed and criticized this decision by UNESCO and sent an objection letter to the headquarters of UNESCO and proposed that this ancient game \textit{chavgon} must be registered and recognized as the joint heritage of the people of Iran, Tajikistan, Afghanistan, Armenia, Turkmenistan, Uzbekistan and Azerbaijan. In that letter they explained the origin and history of \textit{chavgon} game, brought historical facts from the ancient Persian sources and also explained the origin and meaning of the Persian word \textit{chavgon}. With scientific and historical evidences the Tajik intellectuals mentioned that “Chavgon game was widely developed in II-III centuries BC among the Indo-Aryan nations, including Tajiks and Iranians, and the word “chavgon” is Persian and doesn’t have any relation with Turkish and Azeri Turkish language.”

The official newspaper of the Government of Tajikistan ‘Jumhuriyat’ published an article criticizing the decision of UNESCO on this game.

I think, this good policy of UNESCO for safeguarding and preserving the cultural heritage of the world, also...
brings serious negative results. People and nations of Eurasia throughout the history have lived together in bigger states, kingdoms or countries, than now. Many nations in Eurasia share a common history, language and culture. Persian language, culture and traditions were dominant and influential in Iran, Central Asia, Caucasus, Indian Subcontinent and other regions. This policy of UNESCO by recognizing and registering such ancient cultural heritage as a heritage of only one ethnicity or nation is wrong and it brings disunity and serious conflict between different nations. Sport and culture must be a messenger of peace, unity and international cooperation. Sport and culture should not become a tool for conflicts between people of the world, especially between people
of the regions and lands, who share a common history and culture.

The game of Chavgon (horse polo) has been immortalized in various Persian miniature paintings.

**Chess**

Chess is also an ancient game for Tajik people. The words for chess in Tajiki (Persian) language are chaturanga, shatrang, shatranj and shohmot. The word shohmot is in use in modern Tajikistan for chess.\(^{(57)}\)

The history and origin of chess is not an easy matter to discuss. There are many research works, studies and different ideas on the history and origin of the chess game. It is broadly and generally viewed and proven that the chess game’s origin is India, known as Chaturanga\(^{(23)}\); (p.232)\(^{(39)}\). It was brought and introduced to Persia from India during the Sasanian Empire (A.D. 226–637)\(^{(39)}\); (p.x),\(^{(39)}\) (p.271). The Indian word for chess chaturanga became chaturang in Persia\(^{(39)}\); (p.x). The earliest evidence of chess is found in Sasanian Persia about 600. There are two references to chess in Persian literature of the Sasanian era.\(^{(39)}\); (p.x) The first is Kurnamak-e Ardashe-e Papakan (Babakan), where the skills of Ardasher (A.D. 226–241) – the first king of Sasanian Empire of Persia, have been described. The second reference is Chatrang-namak (The Book of Chess), where the author brought a story in which the Indian raja Dewswarm or Dewarsam sends the game of

chaturanga (chess) together with valuables to the king Khusraw Anushervan (Nushervan) of Sasanian Persia to find out and solve the game. The condition of the Indian king was that if the Persian king Khusraw Anushervan cannot find out and solve the game, he would have to pay the tribute instead of receiving. Buzurgmehr\(^{(54)}\) – an eminent scholar of Persia and grand vizier of the king within a few days\(^{(54)}\) finds out and solves the game.\(^{(39)}\) (p.x)

On the basis of archaeological findings in Afrasiyab of Samarqand in present-day Uzbekistan, Hulbuk in present-day Tajikistan, Jungari mountain of Taldy-Qurghan in present-day Kazakhstan, Dilvarinteppe of Surkhondaryo in present-day Uzbekistan and others, there are claims, that some chess variants were originated in Mawaraunnahr (Central Asia)\(^{(59)}\); (p.41). When Tajikistan was a Soviet republic, in its northern town of Panjakent a wall painting of the 7th century was discovered, where a chessboard is shown. Since then till now this unique and ancient heritage of the Tajik people is kept in the State Hermitage Museum in Saint Petersburg city of Russia\(^{(59)}\); (p.xii). The Russians took many other precious ancient heritage of the Tajik and other Central Asian people from Central Asia to Russia before and during the Soviet rule.

Arab Muslim troops conquered Persian empire and Central Asia in the 7th century. In a short period of time, the Arab conquerors assimilated the culture of Persia, their enemy. Islam became the main religion in Persia and Central Asia. Persia and Central Asia were very important contributors to the bright Islamic civilization and learning. One good example of such contribution is chess. During the Arab conquest of Persia in the 7th century, the chess game was taken from Persia and introduced to the Arab and Islamic world, and then to Europe\(^{(19)}\); (p.19)\(^{(43)}\) (p.271). The Indo-Persian word for chess chaturang (derived from Indian chaturanga) became shatranj in Arabic, due to the phonetic difference of the Arabic language.

There were many best and famous chess players of their time in the Muslim world during 9th-10th centuries, such as Al-Adli, Abu Hafiz, Ar-Razi, As-Suli, Al-Lajlaj, Abdullah Khwarazmi, Mawardi and others. The following famous historians and intellectuals of 9th-14th centuries, like Al-Ya’ubi, At-Tabari, Al-Mas’udi, Daqiqi, Abulqasim Firdawsi, Al-Beruni, Mahmud al-Amuli wrote about the chess game in their works. The following are the earliest works on chess: Al-Adli’s Kitab-ash
Shatranj (The Book of Chess), Ar-Razi’s Latif fi’sh Shatranj (Elegance in chess), As-Suli’s Kitab-ash Shatranj (The Book of Chess), two volumes, Al-Lajlaj’s Kitab mansubat ash-shatranj (The Book of chess positions or problems).

There were many handbooks written in Pahlavi (Middle Persian) dealing with institutions, court manners and ceremonies, the duties of the various social classes, the rules of battle, the arts of warfare (horsemanship and shooting), and games and entertainments (such as polo, chess and backgammon).^{32}(p.82) The book of Fakhr-al in al-Razi (1148–1209) Jami-al-ulum (Comprehensive work on sciences) is considered and known as the first Persian encyclopedia. In the enlarged version of this book titled Kitab-al-Sittini (The Book of Sixty Sciences) the author Al-Razi mentioned and described the chess game^{39}(pp.366–367).

An important matter should be noted that after the Arabs invasion during the 7th–9th centuries the dominant language and lingua franca of Persia and Central Asia was Arabic. Scientists, scholars and other intellectuals wrote their works mainly in Arabic. Therefore, many works on chess were written in Arabic by Persians and Central Asians. But, it doesn’t mean and prove that the chess game is created by the Arabs.^{39}(p.47) Most of the above-mentioned authors, who wrote on chess were Persian or Central Asian.

A great Persian historian and poet Abulqasim Firdawsi of the 10th century in his world-known epic Shahnama (The Book of Kings) has stories about the chess.\(^{39}\) (pp.xi-xiii)\(^{40}\)(pp.41–43). In the story of “Gev and Talhand” he described how the chess game was created after the war between the armies of the Indian king Gev (or Gav) and his brother Talhand, who dies in this war. According to this story, the chess game was invented to show the king Gev’s mother, who lost her other son Talhand in this war, how the tragedy happened\(^{10}\)(p.xi)\(^{40}\)(pp.271–272)\(^{40}\)(p.43). This type of chess game 10x10 has been described by the famous historian of 12th century Muhammad ibn Ali ibn Sulaiman ar-Rawandi in his work Rahat-al sudur va ayat al-surur\(^{39}\) (pp.43–44).

Firdawsi in another story of his epic Shahnama in the story of “About sending the chess by Ray of India to Nushervan” has written that, Indian king Ray sent the chess-board and pieces to the famous king of Sasanian Persia Khusraw Anushervan (Nushervan). The Indian king in his letter asked the Persian king to find out the way and rules of playing this game. Within a week (three days, in some sources) a great thinker and scholar Buzurgmehr, who was king Nushervan’s grand vizier, found out how to play the chess game.\(^{39}\) (pp.xi-xii)\(^{39}\) (p.44). In return, Buzurgmehr created a new game nard (backgammon) and the Persian king Khusraw Anushervan sent this new game to the Indian king, where nobody finds it out.\(^{39}\) (pp.xi-xii) As already mentioned above, this story is available in the Chatrang-namak (The Book of Chess) of the Sasanian era of Persia (A.D. 226–637).

The famous chess player Abulfath Ahmad Sijzi of 11th–12th centuries also has written a book on chess known in the world as the Encyclopaedia of Chess. Abulfath’s manuscript on chess was found first time in 1949 in the ancient manuscripts section of the Institute of Oriental Studies, Academy of Sciences of Uzbek SSR.\(^{39}\)(pp.47–48).

A new chess game “Great Chess” was developed in Central Asia during the reign of emperor Timur\(^{39}\) (p.xi), known in the West as Tamerlane (1336–1405). The “Great Chess” (also known as Timur’s chess) is a larger version of the original Indian chess Chaturanga. This new game is also called as Shatranj-e kamil (perfect chess) and Shatranj al-kabir (large chess). The famous Tajik chess player of the Timur (Tamerlane) era Ali Shatranji Samarqand wrote a book on chess\(^{39}\) (p.48) and made a valuable contribution to the development of the chess game. The chess game further developed in the 16th-18th centuries in Central Asia. Samarqand, Bukhara and Hirat were not only important centers of Islamic civilization and learning, but also were significant centers of chess.

Nard (Backgammon)

Nard is another ancient traditional game of the Tajik people. Nard game was one of the games of the court of Sogdians’ king Devashtich.\(^{39}\) (p.51) Historians believe that the origin of modern backgammon is the Persian ancient game nard. The earliest example of a board for backgammon in the world was found at the site of Shahr-e Sukhteh\(^{39}\) (The Burnt City) in Sistan region of Iran.\(^{25}\) According to the report by Iranian Cultural Heritage News Agency in 2004, the oldest backgammon in the world along with 60 pieces was unearthed beneath the rubble of the legendary Shahr-e Sukhteh in Sistan-Baluchistan province, southeastern Iran. As per Iranian archaeologists, this backgammon is much older than the one already discovered in Mesopotamia.\(^{25}\) Archaeological excavations at Shahr-e Sukhteh in Iran
have proven that the backgammon game existed in Persia around 3000 BC.

The popular and exciting game of nard has been widely spread in Central Asia during the Sasanian Empire of Persia (A.D. 226-637). Luminaries of the Persian classical literature such as the great historian and poet Abulqasim Firdawsi, Sa’di Sherazi, Alisher Navoi and others have mentioned the game of nard in their works. There is a plot of game nard in paintings of ancient Panjakent in northern Tajikistan (p.216). As already mentioned above, the origin of game nard dates back to the era of Sasanian Empire of Persia, when Buzurgmehr, a legendary Persian scholar and grand vizier of the Sasanian king Khusraw Anushervan after solving the game of chess sent by the Indian raja, in return created the game nard and took it to Indian raja, where Indians failed to solve it (pp.xii-xiii) (p.50).

Tajikistan and other Central Asian countries were occupied by the Russian Empire and Soviet Union for a long period of about 130 years. So, the game of nard, which is popular in Central Asia and Caucasus, was played by Russians and other former Soviet nations. This game is called nardy (нарды) in Russian. President of the Russian Federation Vladimir Putin during his visit to Tajikistan on 27th April 2003 played a game of nard with a soldier of the 201st Russian Motor Rifle Division located in Dushanbe, the capital city of Tajikistan. The ancient game of nard is still very popular in Tajikistan.

Conclusion

Tajiks are the only national group of Sogdian, Bactrian and Persian (Iranian) descendants in a predominantly Turko-Mongol environment in Central Asia. Persia and Central Asia are the birthplace of many modern sports and games, such as polo, wrestling, chess, backgammon,
The traditional sports and games of Tajik people, which from ancient times survived till our modern times, are: archery, jogging, jumping, wrestling, horse race, chavgon (equestrian polo), field hockey, buzkashi, chess, nard (backgammon), etc. At one hand, the traditional sports of Tajik people contribute as the identity and legacy of Persian culture, and at another, as the combination and synthesis of the Persian and Central Asian cultures. Tajiks have lived in the same region Central Asia with the Turko-Mongol nations for centuries in various empires, kingdoms and states. Persian culture was a pillar of the culture of Central Asia and South Asia for centuries. Throughout the history, Persian culture had a significant impact to the cultures of the different parts of the world, such as Arab world and Middle East, Europe and of course Asia. Therefore, there is a strong and deep intercultural and international influence between the people of Central Asia, Caucasus, Persia and Eurasia as a whole. People and nations of these regions and lands enriched each other’s history, culture and traditions. International cooperation and friendship through sports can bring more development and peace in the above-mentioned regions and the world.

Central Asia has a rich history of the traditional sports and games. Unfortunately, this theme has not been yet studied academically and internationally in modern times. Few sources and materials are available in Russian, English and Central Asian languages, including Tajiki. In this paper the author tried to analyze the history and features of the traditional sports and games in Tajikistan as the legacy of the ancient Sogdian, Bactrian and Persian cultures from the Tajikistan point of view. The paper tried to fill the gaps within the body of existing literature and understanding concerning the theme. To achieve this goal the author tried to use the available and accessible modern and historical materials in Tajiki, Persian, English and Russian languages.

REFERENCES


achievements. UNESCO.


REFERENCES IN RUSSIAN LANGUAGE:


REFERENCES IN TAJIKI LANGUAGE:


NOTES

1) Other derivatives of this word in Roman letters are Chawgan, Chaugan, Chovgan, Chogan, Choqan, etc.

2) Other derivatives in Roman letters are Wuzurgmihr, Buzurjmihr, Buzarjmihr, Buzurjmehr, Bozorgmehr, etc.

3) Within a week or three days, according to different sources.

4) Also spelled Shahr-i Sokhta & Shahr-i Sukhta.