

TOCATI UN PATRIMONIO CONDIVISO
TOCATI A SHARED HERITAGE
TOCATI UN PATRIMOINE PARTAGE
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ABSTRACTS

Traditional Sports and Games as tools for social cohesion. Perspectives of the interdisciplinary research

Pier Luigi Sacco

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There is a growing amount of interdisciplinary research that shows how forms of cultural participation and gaming may stimulate intercultural dialogue and prosocial attitudes. In this presentation, I will review some such evidence and will suggest how it can provide the basis for a new generation of innovative cultural programs and policies, also in the framework set by the New European Agenda for Culture

Empatia e intersoggettività. Il contributo delle neuroscienze

Vittorio Gallese

University of Parma; University of London

Possiamo dire molto poco sulla nozione di Sé senza implicare la nozione di Altro. Nella mia relazione discuterò i concetti di empatia ed intersoggettività, introducendo alcuni recenti importanti contributi delle neuroscienze cognitive su queste tematiche, come la scoperta dei neuroni specchio e il mio modello della simulazione incarnata. Mostrerò come tale modello consenta di comprendere meglio le basi cerebrali e corporee delle relazioni sociali e dell'esperienza estetica.

Empathy and Intersubjectivity. The contribution of Neuroscience

There is very little we can tell about the Self without implying the Other. In my talk, I will address the concepts of Empathy and Intersubjectivity, by introducing some recent important contributions of cognitive neuroscience on these topics, like the discovery of mirror neurons and my model of embodied simulation. The notion of embodied simulation and its neural basis. I will show how this model enables a better understanding of the brain-body bases of social relations and aesthetic experience.

Social and cultural meanings of TSG in 21st Century Society. A bridge of wellbeing and sociocultural relations

Pere Lavega, President of European Association of Traditional Sports and Games (ETSGA). Member of the Ad hoc Advisory Committee on TSG in UNESCO; Chairman Ad hoc working group: Policy Guidelines on TSG in UNESCO. Policy Guidelines for the promotion of Traditional Games and Sports (TSG)

According to the definition provided, in 2009 in Tehran (Islamic Republic of Iran) by a group of experts at the Collective Consultation of UNESCO on the promotion of Traditional Sports and Games (TSG)

Traditional games are motor activities of leisure and recreation, which can have a ritual character. Deriving from regional or local identity, they are part of the universal heritage diversity. Practised in an individual or collective manner, they are based on rules accepted by the group which organise activities, competitive or no. Traditional games have a popular character in their practise and in their organisation, yet if turned into sport tend to become uniformed and institutionalised.

So, more generally, the traditional game is outside the different strata of the sportification process (written rules, standard rules, committee, referees, licences, etc...) free element from any institutional obligation and only submit to the local social contract.

The recovery, protection and promotion of traditional games should not respond to a nostalgic concern for the past and for traditions. It is about identifying some characteristic features of 21st century society and the values and contributions that TSGs can make today. From this perspective, the holistic and systemic vision of the TSGs allows us to affirm that their contribution in today's society is associated with development of organic, affective, cognitive, social and cultural dimension skills in any age group of people.

- From an organic (biological) point of view, has been proved that regular physical exercise through TSG improves functioning of the different organ systems, specially the musculoskeletal and immunologic system, balancing blood and lymph, activating positively the hormonal system, and in short, providing a homeostatic balance to the body.
- From an affective, cognitive and social point of view *TSG shape socioemotional attitudes*. When a person shares an experience of wellbeing with other people, relationships, decisions and emotions are deeply shared too. TSG activate different ways of communicating and democracy values (defending human rights). When a person plays a game, he or she expresses the willingness to share a positive experience with other people.
- Finally, from a cultural point of view, TSG are part of intangible heritage and a symbol of the cultural diversity of our societies (UNESCO). They become a bridge between cultures for better mutual understanding.

Jeux, sports et cultures dans l'évolution des sociétés contemporaines

Pierre Parlebas - Docteur d'Etat - Professeur Emérite en Sciences Sociales/Sorbonne - Université Paris/Descartes

Président d'Honneur des CEMEA - Expert UNESCO

Au cours du dernier siècle, les pratiques physiques de divertissement ont pris une place de plus en plus importante dans les sociétés contemporaines, notamment sous la forme de jeux compétitifs patronnés par les Fédérations sportives (Jeux olympiques, Coupe du Monde de football...). S'est ainsi fortement développé un ensemble de pratiques institutionnalisées, c'est-à-dire le sport, converti en un spectacle de masse mondial qui a rejeté sur le bas-côté les anciennes activités ludiques des patrimoines culturels locaux.

Aujourd'hui, les jeux dits « traditionnels » représentent un vivier foisonnant d'activités extrêmement riches sous l'angle du développement de la personnalité et de la sensibilisation aux normes et aux valeurs sociales. Ces jeux traditionnels, c'est-à-dire non institutionnels, offrent une palette d'activités beaucoup plus étendue que le sport, beaucoup plus favorable à la cohésion des participants et à une meilleure compréhension entre les peuples. L'analyse scientifique des comportements des joueurs et des structures des jeux révèle le trésor relationnel et culturel engendré par les jeux traditionnels de chaque pays. On peut montrer, preuve à l'appui, que ces pratiques ludomotrices proposent des ressources décisives dont certaines sont ignorées du sport.

Les jeux traditionnels peuvent devenir un trait d'union entre les différentes cultures dont ils sont des représentants de pleine action. Chacun d'eux arbore des traits originaux qui participent d'une ethnomotricité originale et créative. Aussi semble-t-il important de mener l'inventaire des jeux traditionnels des différents pays et de mettre la pratique de ces jeux dans les programmes de formation de nos écoles.

Games, Sport and Culture in the evolution of contemporary society

Pierre Parlebas - Doctor of State - Emeritus Professor of Social Sciences / Sorbonne - University Paris / Descartes. Honorary President of CEMEA - UNESCO Expert

During the last century, physical entertainment practices have become increasingly important in contemporary societies, especially in the form of competitive games sponsored by sports federations (Olympic Games, World Cup football ...). A set of institutionalized practices, that is to say, sport, has thus been strongly developed into a world mass show that has rejected the old playful activities of the local cultural heritages on the sidelines.

Today, the so-called "traditional" games represent a pool of extremely rich activities in terms of personality development and awareness of social norms and values.

These traditional games, that is to say non-institutional games, offer a much wider range of activities than sport, much more favorable to the cohesion of the participants and to a better understanding between the peoples. The scientific analysis of player behavior and game structures reveals the relational and cultural treasure generated by the traditional games of each country. It can be shown,

with proof, that these ludomotor practices offer decisive resources, some of which are ignored by sport.

Traditional games can become a bridge between different cultures of which they are representatives of full action. Each of them features original traits that contribute to an original and creative ethnomotricity. It therefore seems important to carry out an inventory of the traditional games of the different countries and to put the practice of these games in the training programs of our schools.

Les jeux et sports traditionnels dans l'Inventaire national du patrimoine culturel immatériel en France

Isabelle Chave

ministère de la Culture (France), direction générale des Patrimoines, département du Pilotage de la recherche et de la Politique scientifique

Un an après l'approbation par la France, en 2006, de la Convention Unesco pour la sauvegarde du patrimoine culturel immatériel (PCI), le ministère de la Culture, chargé de sa mise en œuvre, a lancé de premières opérations d'inventaire à titre expérimental. Par ce dispositif de soutien à la recherche appliquée à l'inventaire du PCI, un premier projet sur les jeux traditionnels en France, proposé par le Centre nantais de sociologie (Université de Nantes), a été retenu pour l'année 2011, prolongé, en 2012-2013, par un programme de recherche de l'IDEMEC (CNRS, délégation Provence et Corse) sur la diffusion et la restitution aux communautés de l'inventaire du PCI dans le cas des jeux traditionnels en France. Le soutien apporté, en 2012, au programme d'inventaire des jeux et sports traditionnels (JST) de Bretagne, par la confédération FALSAB, a permis d'approfondir ce travail, cette fois à l'échelle d'une région française. Enfin, d'autres projets spontanés d'inclusion à l'inventaire ont été accompagnés par le Ministère jusqu'en 2016, tels l'archerie traditionnelle en Picardie et en Île-de-France ou le jeu de boules parisien, pour ne citer qu'eux. Dans l'Inventaire national du PCI en France, riche de 403 fiches, la part prise par les JST est ainsi devenue, quantitativement, la plus importante aujourd'hui. Réparties entre les rubriques « Pratiques physiques traditionnelles » et « Jeux », 143 fiches d'inventaire sont accessibles en ligne sur le site du ministère de la Culture, reversées pour certaines sur la plateforme collaborative *PCI Lab*, lancée en octobre 2017 pour permettre la contribution participative des citoyens à l'inventaire français. La communication mettra l'accent sur le profil des communautés impliquées dans l'élaboration de ce corpus documentaire sur les JST en France et sur le ressort géographique couvert par leurs diverses typologies (Aquitaine, Bretagne, Grand-Est, Hauts-de-France, Normandie, Pays-de-la-Loire, Pays basque, Provence-Alpes-Côte d'Azur).

Traditional games and sports in the National Inventory of Intangible Cultural Heritage in France

Isabelle Chave

Ministry of Culture (France), General Directorate of Heritage, Department of Research and Scientific Policy

One year after France's approval in 2006 of the UNESCO Convention for the Safeguarding of the Intangible Cultural Heritage (IPC), the Ministry of Culture, in charge of its implementation, launched the first inventory experimental title. Through this support mechanism for research applied to the inventory of ICH, a first project on traditional games in France, proposed by the Nantes Center for Sociology (University of Nantes), was selected for the year 2011, extended, in 2012-2013, through a research program of IDEMEC (CNRS, Provence and Corsica delegation) on the dissemination and return to communities of the ICH inventory in the case of traditional games in France. The support given in 2012 to the inventory program of traditional games and sports (JST) in Brittany, by the confederation FALSAB, has deepened this work, this time at the scale of a French region. Finally, other spontaneous projects for inclusion in the inventory have been accompanied by the Ministry until 2016, such as the traditional archery in Picardy and Île-de-France or the Parisian bowling game, to name but a few. In the National Inventory of ICH in France, with 403 cards, the share taken by the JST has become, quantitatively, the most important today. Divided between the "Traditional Physical Practices" and "Games" sections, 143 inventory sheets are available online on the Ministry of Culture website, some of which are donated to the PCI Lab collaborative platform, launched in October 2017 to allow the contribution participatory citizens to the French inventory. The communication will focus on the profile of the communities involved in the development of this documentary corpus on JST in France and on the geographic area covered by their various typologies (Aquitaine, Brittany, Grand-Est, Hauts-de-France, Normandy, Pays-de-la-Loire, Basque Country, Provence-Alpes-Côte d'Azur).

L'accompagnement des communautés par les chercheurs académiques dans la démarche d'inventaire des jeux et sports traditionnels en France.

Laurent-Sébastien Fournier, maître de conférences en anthropologie, IDEMEC-UMR CNRS 7307, Aix-Marseille Université

A partir de 2011 un inventaire des jeux et sports traditionnels a été réalisé, en France, à la demande du Ministère de la Culture. L'expérience de l'inventaire a conduit à développer des méthodologies spécifiques en combinant les points de vue de chercheurs académiques et d'acteurs impliqués dans la sauvegarde et la revitalisation des pratiques. La communication insistera sur quelques singularités de cette démarche, en expliquant à la fois les potentialités et les limites d'un travail de collecte qui combine recherche fondamentale en sciences sociales et recherche appliquée à la valorisation du patrimoine culturel immatériel.

Accompanying communities by academic researchers in the process of inventorying traditional games and sports in France

Laurent-Sébastien Fournier, Associate Professor in Anthropology, IDEMEC-UMR CNRS 7307, Aix-Marseille University

Starting in 2011, an inventory of traditional games and sports was made in France at the request of the Ministry of Culture. The inventory experience has led to the development of specific methodologies by combining the perspectives of academic researchers and actors involved in safeguarding and revitalizing practices. The paper will highlight some of the singularities of this approach, explaining both the potential and the limits of a collection work that combines fundamental research in social sciences and applied research to the enhancement of intangible cultural heritage.

L'expérience de l'inventaire des jeux et des sports traditionnels de Bretagne.

Peggy Liaigre, directrice de la Confédération FALSAB, (Bretagne, France)

La Confédération FALSAB (Confédération des Jeux et des Sports Traditionnels de Bretagne) a réalisé un inventaire des jeux traditionnels bretons en lien essentiellement avec les catégories de boules, de palets, de quilles et de jeux de force. Cet inventaire a débuté en 2011 et a permis de recenser 95 disciplines différentes. Ce travail, qui a duré de longs mois, est basé sur la participation et la collaboration de tous, sur l'ensemble du territoire breton. Il a permis la rédaction d'une fiche explicative par jeu recensé, qui s'accompagne de photos, vidéos. Tous les éléments sont disponibles gratuitement sur différents sites internet permettant ainsi la diffusion des jeux traditionnels bretons.

The experience of the inventory of traditional games and sports in Brittany

Peggy Liaigre, Director of the FALSAB Confederation, (Brittany, France)

The Confederation of FALSAB (Confederation of Games and Traditional Sports of Brittany) has made an inventory of traditional Breton games mainly related to the categories of balls, shuffles, bowling and games of strength. This inventory began in 2011 and identified 95 different disciplines. This work, which lasted for many months, is based on the participation and collaboration of all, throughout Brittany. It allowed the writing of an explanatory sheet by registered game, which is accompanied by photos, videos. All the elements are available for free on various Internet sites allowing the diffusion of traditional Breton games.

Les jeux et sports traditionnels au Pays Basque. Deux trajectoires différentes qui se retrouvent Euskal herriko joko eta herri Kirolak

Manolo Alcayaga Goikoetxea

co-président Fédération jeux et sport basques

L'inventaire des Jeux et Sport Traditionnels basques est à placer dans les différents contextes nationaux de deux Etats, la France et l'Espagne. La comparaison de ces deux contextes pourra éclairer le sens profond du travail d'inventaire, outil de connaissance finalisé à la sauvegarde, telle que définie par la Convention du patrimoine culturel immatériel.

Nord des Pyrénées, sur l'Etat français : Une région très agricole sans ressources propres, délaissée compte tenu de sa situation géographique. Le tourisme qui démarre au XIX, les 2 grandes guerres mondiales, « dé-culturisent » cet espace. La Culture française repousse dans les marges notre culture millénaire, jugée ringarde. Au milieu du XXIème siècle, nous assistons à un retour progressif vers la culture et l'identité basque. Les jeux et sports basques renaissent, ils s'inventent de nouveaux pour plaire à un public nombreux et progressivement, de plus en plus massivement, touristique. Les moins médiatiques restent cachés dans la mémoire collective. A la fin du XXIème siècle, une fédération des jeux basques est créée. Toutefois, le Ministère de la Jeunesse et des sports continue de la considérer comme un phénomène folklorique et culturel mineur, alors que l'Unesco dès 2003 reconnaît la valeur des jeux et sports traditionnels comme pratiques faisant partie du patrimoine immatériel de l'Humanité, et que ces formes expressives occupent une place majeure dans l'inventaire national du PCI. Il reste beaucoup du chemin à parcourir pour que cette reconnaissance se traduise en culture de la sauvegarde du PCI comme soutien concret aux "communautés, groupes et individus" dépositaires et responsables de la transmission de ce patrimoine. L'esprit de réseau favorisé par Tocati, est un chemin à parcourir. S'il y a un chemin et une volonté, rien n'est impossible.

Sud des Pyrénées Etat Espagnol : C'est un des moteurs de l'Espagne

La révolution industrielle de la fin du XIX emmène les jeux traditionnels basques dans les villes qui se développent autour de la sidérurgie et des industries mécaniques promues par la bourgeoisie basque et les commerçants anglais. Les jeux deviennent des sports, des spectacles payants avec possibilité de paris. Une fédération voit le jour dès le début du XXIème. Après la « professionnalisation » arrivent les périodes dictatoriales. Le sport, les jeux, la culture et langue basque deviennent de la résistance passive voir existentielle, pour vivre debout dans sa « basquitude » face à l'adversité. En 1975 le Pays Basque devient un territoire autonome dans l'Etat espagnol. Parmi ses nombreuses prérogatives, le sport est géré par la région. La fédération basque des jeux et sports basques est une réalité puissante.

L'Histoire commune y compris dans l'adversité, les jeux communs on fait depuis longtemps que nos deux fédérations travaillent ensemble pour que nos jeux et nos sports traditionnels rayonnent au maximum. Entre sport et culture, les jeux et sports traditionnels sont à la recherche de leur propre chemin, dans une société contemporaine en constante évolution.

Tendances actuelles. Au Nord par manque de moyens et de reconnaissance, alors qu'au Sud pour être encore plus performants et visibles, on aurait tendance à prioriser les sports les plus médiatiques, les plus valorisants. La notion de jeux disparaît, seule compte la performance, le résultat. Une grande partie des jeux ruraux ancestraux sont en dangers de disparition. Subsistent encore quelques îlots dans les contrées les plus éloignées et par conséquent plus attachés à la tradition. Toutefois si nous ne prenons pas d'initiatives les prochaines générations risquent de ne pas continuer à passer le témoin.

Traditional games and sports in the Basque Country. Two different trajectories that end up

The inventory of Basque Traditional Games and Sport is to be placed in the different national contexts of two states, France and Spain. The comparison of these two contexts may shed light on the deeper meaning of inventory work, a tool of knowledge finalized for safeguarding, as defined by the Intangible Cultural Heritage Convention.

North of the Pyrenees, French State: A very agricultural region without own resources, neglected given its geographical situation. The tourism which starts in the XIX, the 2 world wars, "de-culturize" this space. French culture pushes our millennial culture back into the margins. In the middle of the 20th century, we are witnessing a gradual return to Basque culture and identity. Games and Basque sports are reborn, they invent new ones to please a large audience and gradually, more and more massively, tourist. The less media remain hidden in the collective memory. At the end of the 20th century, a federation of Basque games is created. However, the Ministry of Youth and Sports continues to regard it as a minor folkloric and cultural phenomenon, whereas UNESCO in 2003 recognizes the value of traditional games and sports as practices that are part of the intangible heritage of humanity, and that these expressive forms occupy a major place in the national inventory of ICH. Much remains to be done to translate this recognition into a culture of safeguarding ICH as a concrete support for the "communities, groups and individuals" who are the custodians and responsible for the transmission of this heritage. The network spirit favored by Tocati, is a way to go. If there is a way and a will, nothing is impossible.

Southern Pyrenees, Spanish State: It is one of the engines of Spain. The industrial revolution of the late nineteenth took Basque traditional games in the cities that develop around the steel industry and mechanical industries promoted by the Basque bourgeoisie and English traders. The games become sports, paid shows with the possibility of betting. A federation is born at the beginning of the XXth century. After the "professionalization" arrive the dictatorial periods. Sport, games, culture and the Basque language become passive and even existential resistance, to live standing in its "basqueness" in the face of adversity. In 1975 the Basque Country became an autonomous territory in the Spanish state. Among its many prerogatives, the sport is managed by the region. The Basque federation of Basque games and sports is a powerful reality.

Common History, including in adversity, the common games have long been our two federations work together for our games and our traditional sports radiate to the maximum. Between sport and culture, traditional games and sports are looking for their own way, in a contemporary society in constant evolution.

Current trends

In the North for lack of resources and recognition, while in the South to be even more effective and visible, we would tend to prioritize the most media sports, the most rewarding. The concept of games disappears, only the performance counts, the result. Much of the ancient rural games are at risk of extinction. There are still a few islands in the most distant countries and therefore more attached to tradition. However, if we do not take initiatives the next generations may not continue to pass the witness.

Jeux traditionnels et patrimoine culturel européen : les Quilles dans le grand sud de la France.

Alain Bovo

Président des Foyers Ruraux du Gers (Occitanie, France)

PREAMBULE :

La plupart des pays de l'U.E. ont fait de gros efforts pour inventorier et conserver leur patrimoine architectural. Cependant, en ce qui concerne les patrimoines considérés « mineurs » ou immatériels, la situation est très différente malgré qu'ils représentent un potentiel économique et social très important.

Les jeux de Quilles (dans le grand sud de la France) sont pratiqués depuis des temps ancestraux en Europe. Il s'agit d'un sport d'origine rural qui se pratique à l'air libre dans des lieux publics et qui constitue une opportunité de loisir et de repos dans le monde rural. Les théories sur les origines de ces sports « autochtones » sont diverses, ainsi que sur leurs voies de propagation dans les différentes régions européennes tout comme sur leurs diverses formes d'évolution (règles, formes des boules et des quilles, etc...)

Nous considérons que ce sport représente un patrimoine culturel immatériel majeur, qui implique des éléments tangibles, s'agissant de la structure des jeux (Quilles) et de leur forme (boules, Maillets, Altères) et des éléments immatériels, en ce qui concerne les différentes règles de jeux. Cet ensemble renforce l'identité des populations rurales et constitue une tradition commune de dimension européenne.

PRESENTATION DES JEUX EN FEDERATION.

- PALET GASCON
- QUILLES DE SIX
- QUILLES DE 9

- QUILLES AU MAILLET
- QUILLES DE 8
- RAMPEAU de L'ASTARAC

PRESENTATION DES JEUX EN LOISIRS LOCALEMENT.

- QUILLES DE 9 DE BIERT ARIEGE
- RAMPEAU A 3 du LOT
- BOULET A 3 QUILLES PERIGORD
- RAMPEAU 3 QUILLES PERIGORD
- QUILLES DE 6 QUERCY
- RAMPEAU 3 QUILLES des LANDES

CONCLUSION ET OBJECTIFS :

La sauvegarde, mise en valeur et diffusion des jeux des quilles en France est à considérer comme une partie intégrante du développement rural. Ces jeux et ces activités sociales renforcent l'identité des territoires ruraux, à partir de la mise en valeur de leur patrimoine culturel immatériel. Promouvoir et diffuser l'apprentissage des jeux des quilles et tout spécialement entre les jeunes peut renforcer les liens sociaux entre les habitants des zones rurales. Ce patrimoine favorise les liens entre les différents peuples de l'UE par le biais d'une tradition culturelle commune et par le biais d'événements culturel-sportifs, favorisant aussi la connexion avec les autres expressions culturelles locales et la gastronomie.

Il favoriser le tourisme durable dans le respect des traditions culturelles. Un projet de création d'une route touristique européenne sur le thème des jeux traditionnels serait à prévoir. Grâce à cette invitation au festival Tocati 2018, je souhaite que notre présence aujourd'hui permettra de pérenniser nos disciplines de Quilles et de développer le projet. Ainsi, faire connaître la diversité des jeux traditionnels de nos différentes régions de France et d'Europe. Je remercie de tout mon cœur Paolo Avigo et son équipe de l'association A.G.A. de Vérone.

Traditional games and European cultural heritage: The bowling in the great south of France

PREAMBLE

Most of the countries of the U.E. have made great efforts to inventory and conserve their architectural heritage. However, with regard to heritage considered "minor" or intangible, the situation is very different, despite the fact that it represents a very important economic and social potential.

Bowling games (in the great south of France) have been practiced since ancient times in Europe. It is a sport of rural origin that is practiced outdoors in public places and is an opportunity for recreation in the rural world. The theories about the origins of these "autochthonous" sports are diverse, as well as their paths of propagation in the different European regions as well as on their various forms of evolution (rules, forms of balls and bowling, etc ...) We consider that this sport represents a major intangible cultural heritage, which implies tangible elements, as regards the structure of the games

(bowling) and their shape (balls, mallets, alters) and immaterial elements, as regards the different rules of play. This set reinforces the identity of rural populations and is a common European tradition.

CONCLUSIONS AND OBJECTIVES:

The safeguarding, development and dissemination of bowling games in France is to be considered as an integral part of rural development. These games and social activities strengthen the identity of rural territories, from the development of their intangible cultural heritage. Promoting and spreading bowling skills, especially among young people, can strengthen the social bonds between people living in rural areas. This heritage promotes links between the different peoples of the EU through a common cultural tradition and through cultural-sporting events, also fostering connection with other local cultural expressions and gastronomy.

It promotes sustainable tourism in respect of cultural traditions. A project to create a European tourist route on the theme of traditional games would be expected. Thanks to this invitation to the Tocati 2018 festival, I hope that our presence today will help sustain our Bowling disciplines and develop the project. Thus, to make known the diversity of the traditional games of our different regions of France and Europe. I thank with all my heart Paolo Avigo and his team of the association A.G.A. from Verona.

The inventories of Intangible Cultural Heritage in the light of Sportimonium experience **Bregt Brosens, Sportimonium, Flanders, Belgium**

The experience of Sportimonium with the inventory of Intangible Cultural Heritage goes back more than four decades and lays at the heart of the later Sportimonium project. The basis is the research project of the Flemish Folk Games File which was launched in 1973 by Dr. Roland Renson. The research showed there seemed to be a rich and varied traditional game culture present in Flanders. To be able to analyse and study these empirical data a methodology and typology was developed. In order to put the study results into practice, to arouse new interest in this sporting heritage and to promote it actively, different initiatives were launched until today. Over the years Sportimonium has developed into an international centre of expertise regarding traditional games. Because of the different safeguarding measures including revitalization, documentation, research and awareness-raising that were taken the Sportimonium programme of Ludodiversity was included in 2011 in the Register of Best Practices of the UNESCO Convention for Safeguarding of the Intangible Cultural Heritage (2003).

The process of inventorying ICH in Croatia. The question of community participation

Tamara Nikolić Đerić, curator, ICH expert
Ethnographic Museum of Istria

Croatia is one of the most successful countries when it comes to ICH in numbers.

Since 2004 160 elements have been identified and inventoried in the National register of cultural goods and 8 more have the status of Preventively safeguarded cultural good. Besides, In the last 9 years 13 phenomena have been inscribed on the UNESCO ICH Representative list, 1 on the Urgent safeguarding list and 1 in the Register of good safeguarding practice.

The lecture gives an over overview of the national inventorying system with the focus on the criteria determining the status of a cultural good on the national level as well as on the process of identification and inventorying of intangible cultural heritage tackling issues on community participation.

For the purpose special attention will be given to the process inventorying of *pljočkanje*, a traditional game presented even in Verona.

L'inventario dei beni culturali immateriali e la posizione del patrimonio ludico Milivoj Pacenti, Istrie pljočarski Savez. (Istria, Croazia).

Nel registro dei beni culturali immateriali della Repubblica di Croazia, i giochi e gli sport tradizionali occupano un posto simbolico, costituiscono solamente l'1,5% dei beni culturali iscritti. Tale scarsa presenza è il risultato di una mancanza di attenzione questa parte del patrimonio culturale immateriale. È il riflesso di un mancato collegamento tra le amministrazioni e le associazioni locali, o gruppi, che promuovono tali giochi e sport.

La collaborazione tra l'AGA e la IPS, basata sul rispetto reciproco delle diversità, ha notevolmente contribuito a cambiare gli atteggiamenti. Grazie a questa collaborazione, la IPS è diventata riconoscibile come programma educativo, condotto in accordo con le singole scuole. Il "Festival internazionale delle plocke" che ha visto la sua terza edizione, ha sviluppato una collaborazione con le associazioni del resto della Croazia e dei paesi vicini. Ciò porta all'obiettivo finale: la creazione di una rete di associazioni e parti interessate alla promozione, documentazione e trasmissione dei giochi e sport tradizionali su giovani in un'area più ampia, tra cui la Slovenia, la Bosnia-Erzegovina, il Montenegro, ecc.

The inventory of intangible cultural heritage in Croatia and the position of the ludic heritage

In the register of intangible cultural heritage of the Republic of Croatia, traditional games and sports occupy a symbolic place with only 1.5% of the cultural heritage registered. This position is the result of a long-term neglected of this part of intangible cultural heritage. It is a consequence of the uncoordinated work between local administrations and associations, or groups, that promote such games and sports.

The collaboration between AGA and IPS, based on mutual respect for diversity, has contributed significantly to changing attitudes. Thanks to this collaboration, IPS has become recognizable by the educational program conducted in agreement with individual schools. The "International Festival of Pjlocke" reaching its third edition, developed a collaboration with associations from the rest of Croatia and neighboring countries. This leads to the final objective, the creation of a network of associations and interested parties for the promotion, documentation and transmission of traditional games and sports toward the young generations in a wider area, including Slovenia, Bosnia and Herzegovina, Montenegro, etc.

The inventory of Traditional Games of Easter in Cyprus. An evolving experience Antigoni Polyniki, National Commission for UNESCO. Dimitra Christodoulou, Association "Laografikos Omilos Ktima Pafou"

In 2015, the Cyprus National Commission for UNESCO, under the Ministry of Education and Culture, launched an open call for proposals to communities and NGOs, in order to establish a National Inventory of Intangible Cultural Heritage (ICH) of Cyprus. The nomination files submitted by communities concerned for each element are processed by an expert Committee, in close collaboration with communities, groups of bearers, individuals concerned, research institutes and other stakeholders concerned.

"Traditional Easter Games" constitute an important element of the ICH of Cyprus and continue to fascinate young and old in the communities where they are preserved. They reveal the way older and younger Cypriot societies used to have fun, the temperament of the inhabitants of those areas and the need people had to manifest their joy for the most important Christian Feast, that of Easter. They are usually played on Easter Sunday, Easter Monday or even Easter Tuesday after a feast lunch, usually in a village square or the church yard. In a climate of euphoria, villagers and visitors take part in traditional individual and team games which are mainly entertaining and do not lead to any material gain for the winners.

"Traditional Easter Games" ICH element was inscribed on the National Inventory of ICH in 2017, by Folklore Association "Ktima", with the support of almost all villages in the Pafos district which preserve traditional Easter games (Yiolou, Miliou, Letymbou, Stroumbi, Kissonerga, Tala, Chloraka, Emba, Pomos and Neo Chorio). The National Inventory of Intangible Cultural Heritage is updated every year, with the addition of new elements and updating of the existing entries.

Inventorying Traditional Games and Sports as ICH in Bulgaria

Nikolai Vukov, Institute of Ethnology and Folklore Studies with Ethnographic Museum – Bulgarian Academy of Sciences (IEFSEM-BAS)

The presentation will make an overview of the traditional games and sports in Bulgaria, with a view of their past and present-day situation. The paper will pay special attention on the involvement of these games and sports in the inventory of the intangible cultural heritage in Bulgaria and on the grounds it provides for maintaining fruitful collaboration between communities and institutions for safeguarding traditional heritage. Eliciting the social meanings of traditional games and their embeddedness in the rituals and everyday life of communities in the past, the paper will point out the potential that these games and sports have for stimulating research and documentation of ICH nowadays and for cultural exchange across different local, national, and regional settings.

L'inventario del patrimonio ludico come processo di riconoscimento e ricerca basato sulla partecipazione e il protagonismo delle comunità. L'esperienza della rete italiana per la salvaguardia dei Giochi e Sport tradizionali di Tocati

Paolo Avigo, President of AGA, Giuseppe Giaccon, Vice-President of AGA Valentina Lapicciarella Zingari, AGA- SiMBDEA, Renata Meazza, Lombardy Region and Stefania Baldinotti, ICDE-MiBAC

La rete italiana di Comunità Ludiche costituita negli anni da un'associazione culturale, AGA, è frutto di un lavoro di ricerca sul territorio nazionale. Un viaggio di ricerca che ha permesso di raccogliere un patrimonio documentario sulla ludo-diversità italiana ma anche e soprattutto di costruire relazioni e rinforzare, nello scambio di esperienze e conoscenze, l'azione di gruppi e comunità attive a livello locale. Come accaduto per molte tradizioni culturali, lungo tutto il 900 i gruppi e le comunità di giocatori sono stati confrontati all'esodo rurale, al cambiamento degli stili di vita e al venire meno degli spazi della socialità. A partire dal 2002, la partecipazione al Festival Tocati ha costituito, per molti di questi gruppi, una occasione di valorizzazione e una motivazione ad andare avanti, con i propri giochi, per resistere alla perdita delle conoscenze, esperienze e capacità locali: continuare a giocare.

Nel 2016, l'incontro tra ONG accreditate UNESCO ha permesso di aprire un processo di accreditamento di questo lavoro, portando le Istituzioni nazionali e regionali a dialogare con le "comunità ludiche" italiane ed europee. Possiamo affermare che da questo dialogo tra AGA, SiMBDEA e AEJEST, avvenuto nel bel clima di lavoro della Convenzione UNESCO nasce il progetto di ricerca e inventario partecipativo del patrimonio ludico a livello nazionale. Oggi, grazie alla

collaborazione con l'Istituto Centrale per la Demoetnoantropologia del Mibac e con Regione Lombardia, questo lavoro di rete condotto da AGA si approfondisce e converge in un primo inventario regionale coordinato da una "comunità patrimoniale" che è anche una rete di relazioni, conoscenze e passioni. Il Registro delle Eredità Intangibili della Regione Lombardia e la piattaforma transfrontaliera www.intangiblesearch.eu, sono strumenti innovativi di inventariazione del patrimonio culturale immateriale. L'Europa dei progetti INTERREG diventa Europa delle culture locali in dialogo. Tocatì si trasforma, seguendo la sua vocazione, in un programma di salvaguardia del patrimonio ludico a scala regionale, nazionale e europea.

Heritage awareness of civil society. The inventory of ludic heritage as a process of acknowledgement and research based on community participation. The experience of the Italian network of Tocatì for the safeguarding of the Traditional Games and Sports.

Paolo Avigo, President of AGA, Giuseppe Giaccon, Vice-President of AGA Valentina Lapicciarella Zingari, AGA- SiMBDEA, Renata Meazza, Lombardy Region and Stefania Baldinotti, ICDE-MiBAC

The Italian network of Ludic Communities established over the years by a cultural association, AGA, is the result of a research work on the national territory. A research initiative that allowed to gather a documentary heritage on Italian ludo-diversity but also and above all to build relationships and reinforce, in the exchange of experiences and knowledge, the action of groups and communities active at the local level. As with many cultural traditions, groups and ludic communities have been confronted with the rural exodus, with the change in lifestyles and with the disappearance of social spaces throughout the 20th Century. Since 2002, the participation in the Tocatì Festival has been, for many of these groups, an opportunity for valorisation and a motivation to move forward, with their own games, and to resist to the loss of local knowledge, experience and skills: keep on playing. In 2016, the meeting between UNESCO accredited NGOs allowed the opening of an accreditation process of this work, bringing the national and regional institutions in a dialogue with the Italian and European "ludic communities". We can affirm that from this dialogue between AGA, SiMBDEA and AEJEST, which took place in the working atmosphere of the UNESCO Convention, is born the research project and participatory inventory of Traditional Sports and Games at the national level. Today, thanks to the collaboration with the Central Institute for the Demo-ethno-anthropology of the Italian Ministry of Culture MIBAC and with the Region of Lombardy, this network work carried out by AGA deepens and converges into a first regional inventory coordinated by a "heritage community" which is also a network of relations, knowledge and passions. The Register of Intangible Heritage of the Region of Lombardy and the cross-border platform www.intangiblesearch.eu, are innovative tools for the inventory of intangible cultural heritage. The Europe of INTERREG projects becomes a Europe of local cultures in dialogue. Tocatì become, following its vocation, into a programme of safeguarding of the ludic heritage as ICH on a regional, national and European scale.