

**Ga.M.E.S.Net - European cultural diversity through the promotion and protection of n the traditional sports and games - Preparatory Action: European partnership on Sport (EAC/S03/2013) – Priority n. 3: Promoting Traditional European Sports and Games – G.A. N° EAC**



A picture representing a modern (still in use) traditional game of ‘Il passju’ Retrieved March 26<sup>th</sup>, 2015 from: [http://www.pic2fly.com/viewimage/IL%20Passju/i\\_a5238c1d5db41959b726359b436d2dbf](http://www.pic2fly.com/viewimage/IL%20Passju/i_a5238c1d5db41959b726359b436d2dbf)

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## **A) Common historical, cultural and traditional origins of different traditional sports and games existing in Europe;**

Playing games is an integral part of any society. Play is a form of social interaction providing a recreational opportunity as well as satisfying mankind's competitive nature.

Traditional games are an expression of a country's cultural background, beliefs and passions as well as reflect the living conditions at the time of their creation. They are based on very accessible physical components found across countries both in rural and urban areas.

A close look at the equipment used in most traditional games across Europe reveals that most use basic and easily accessible items such as horse shoes, rocks, wooden sticks, chalk, improvised balls etc. Also, most traditional games focus on aspects such as aiming/hitting a target, tagging, as well as cultural representations of topics related to societal issues. Traditional games also focus on improving the participants' skills which at the time were essential for survival or a better lifestyle. Tagging, hiding, aiming and strategy games were all related to skills which every child and adult would benefit from.

Traditional games seem to have developed similarly through the ages in various parts of Europe even though these were distant from each other. This was probably caused by the spreading of the games through merchants, colonizers, nomads and pilgrims. With great probability, traditional games were introduced in a country by travelers with subsequent modifications to these games being done over time and according to the local traditions/resources.

**B) Research, describe and classify the largest number of traditional sports and games existing in Europe**

Games classification by country:

**Country: Malta**

*Games General Introduction Malta-Brief statement and Current situation*

Traditional games in Malta were various and like other European countries, they reflect cultural origins. Nowadays with the introduction of electronic devices and the technological age the use of these traditional games has declined. Many traditional games are still practiced today but in diminished proportion relative to even a decade ago; this can even be observed and anecdotal evidence seem to mark at a steep decline as many elderly Maltese individuals will state to have noticed a sharp decline over the decades. One traditional game that is still practiced today is the game of Bocci which will be further explored in some detail in the subsequent section:



An image illustrating a player during a typical competitive game of ‘Bocci (Bowls)’. Retrieved March 27<sup>th</sup>, 2015 from: <http://fkbocci.com/index.aspx>.

## **Name of the game: Bocci (Bowls)**

The game of bocci is very old worldwide and this is no exception in our country.

According to a survey that was done here in Malta, by the historian John Bezzina, it was he found that in the time of the knights, in Floriana, under the walls, a game known as Maghio was played. Maghio was remarkably similar to the game of bocci we have today. We have several proofs that the game of bocci has existed in Malta a long time ago. One of them is that when the British ruled Malta, the game of bocci already existed here and was not inherited from the British like many other games.

The game commenced in areas of Zabbar and Cottonera, but then it started spreading in several villages to the other side of Malta like Bugibba, Mosta, Hasselin and Lija amongst others. Thus the game gained popularity around all of Malta.

In the villages several 'bocci' competitions were organized. Among many competitions that were organized throughout the time there was one known as 'Times of Malta club' in which the final match was played in Floriana around 70 years ago. Another competition that is still known was the one organized by Fr. Hilary Tagliaferro in the Prory Monks monastery.

In this version of the game a bell was adopted to indicate that a player has violated a rule especially during the throwing phase. From here onwards it developed gradually and nowadays a circle is used to demarcate the area from which the participant will have to throw.

One can say that this sport was once played as a hobby and friendly games were played for a bottle of beer, a piece of chocolate or a rabbit lunch. Today many players are professional and usually get paid for playing the sport.

In the 4th of February 1983 the `Federazzjoni Klabbs tal-Bocci` was established. This could happen thanks to the former minister, the late Lorry Sant who orchestrated the construction of 38 pitches in the villages of Malta and subsequently the organizers could organise knockout competitions in such pitches.

### *Types of bocci (bowls) used in Malta*

Although the bowls ('bocci') used internationally are roundish in shape, the ones used in Malta have a cylindrical shape. This happened as the game developed because the bowls that were originally used were almost round. Traditionally there were smaller bowls that were known as 'pigini'.

In Gozo the game of 'bocci' is played totally differently and the participants utilise metal 'bocci'; in a game known as 'Petanka'.

Another game that has a connection with the game of 'bocci' and that today is still played only in the village of 'I-Gharb' in Gozo, is the game of 'birilli'.

### *Sport of Bocci today*

Today the 'Federazzjoni Klabbs tal-Bocci' has 35 clubs, as their members. The federation organizes several competitions and this is the only sport in Malta that is played home and away like the majority of the other sports outside the country. This means that every team plays in their pitch or village and another time in the village of the opponent.

The game of 'Bocci' is played between March and October and generally this is done under artificial light. In the other months of the year, the clubs organize those that are known as the home competitions, this means that the games get organized from players of the same team. When players don't take part in the individual competitions, other tournaments will be organized. The game of 'Bocci' is played three against three, two against two or else, one against one. Who wins the competitions of one against one will be declared as champion.

In the game of three against three, the two throwers use four bowls each. While the 'fenditur' plays with three bowls that are the same as the billiard ones.

## **Interview with a 'Bocci' player**

*Interview with ' David Farrugia regarding the game of Bocci*

*1) Who motivated you to start playing this game?*

I was motivated by my father as he was the secretary for a local Bocci club and he used to take me with him to observe this game.

*2) In what year did you play your first competitive game?*

The first time I competed was when I was 14 years of age. This competition was open for all under-16 year olds from all the Bocci clubs in Malta. I ended up winning this competition.

*3) You play both the classical Bocci game and the international equivalent. Can you please elaborate on the differences between the two?*

I start by mentioning the difference between the traditional and international games.

In the traditional game the 'bocci' (bowls) are small and round and are/used to be thrown near the 'likk' and you have also cylindrical bocci. In the international games the 'bocci' used are all of the same size and round in shape. The classical game is played on a sand-based platform whilst in the international game the platform is synthetic.

In the classical game the distance is between 15 and 40 feet whilst in the international game the distance is between 40 and 100 feet. In the international game prior to throwing you have to declare what you are aiming to hit, whilst in the traditional game there is no need for such declaration

*4) The fact the traditional Bocci game is only played in Malta is its popularity diminishing or contributing to its growth?*

I think the game will remain in our country due to organised championships comprising 38 teams subdivided in four categories.

Apart from this the Maltese Council for sport is contributing to this traditional game by including it in its popular programme 'skola sport' (school of sport) so more adolescent people start playing the game of Bocci

## **Country: Italy**

### *The traditional sports of Italy-General Introduction*

The Italians have a strong love for football. This can be seen in the various football related games that they seemed to have derived over the years. Amongst the most popular team ball games are sferistici which has been around since 1555. With the turn of centuries the games developed so many modalities such as Pallone col bracciale, pallapugno, pallaelastica, pallapugnoleggera and tamburello. These games are played on a regular basis in a national circuit with national and international tournaments taking place on a regular basis.

Another traditional Italian game is brocche which has always been extremely popular and the best way to pass time for the locals. The Italians also have a number of variations of cue sports that are played on a traditional billiard table. Five pins, nine pins, bocce and goriziana are amongst the most popular versions of the sport. The number of people that compete in the national circuit as well as the international tournaments is swelling and has reached up to 6,000,000 people. The country is also known to hold an annual athletic event by the name of Palio. People from every community participate in this event as it has immense importance in the traditional heritage. The Palio di Siena is probably the most famous athletic event that takes place in the country.

Apart from these locally originated games there are other sports that have become part of the Italian culture. Auto racing is one of those sports that have become strongly embedded in the Italian culture. The Italians are known as the producers of some of the most extraordinary sports cars and drivers. Cycling, basketball, rugby, volleyball and a host of other winter and water sports are part of the historical sporting tradition of the country.

### *Specific games -*

#### **Name of the game: Guardie e Lardi (Cops and Robbers)**

The number of participants (2-14 typically) is subdivided equally between cops and robbers. The cop's prime objective is to protect a treasure whilst the robber's objective is to steal the treasure. The objective of this game is for the robbers to pretend they possess the treasure to deceive the cops to win this game, the police have to tag or catch a robber until no one remains, conversely if the robbers rescue one another without being captured they are declared the winners. Each team will possess a base which can be a fence tree.

### **Name of the game: Pallone col bracciale**

This is also referred to in short as bracciale, it was for many centuries the most popular sport in Italy with a huge number of spectators. It started in 1555 when Antonio Scaino penned the rules for this sport. Nowadays this sport remains the same, in the sense that it comprises of striking back and forth inflated or rubber balls with a wooden cylinder worn over the arm. Scoring is very similar to the sport of tennis, in 10s and 15s, and just like tennis it can also be played by teams or solo players. It is interesting to know that professional bracciale players were the highest paid athletes in the world from the middle of the 16<sup>th</sup> century until 1910.

Dating back to the 16<sup>th</sup> century, balls are struck back and forth with a wooden cylinder with wooden spikes, called a bracciale worn over the forearm. The game is played on a specially made court called a sphaeresterium that is often built alongside city walls, thereby integrating the ancient structure into the gameplay. If played carelessly a broken arm can result as the bat can weigh up to 2 kg. The ball was in the beginning inflated but later a hard rubber version was used. Scoring is in 15s and 10s, the same as tennis and the winner is the first to win 12 games. Some believe that the game's origins go even further back, all the way to Ancient Rome and Greece, where evidence of similar ball games has been unearthed.

While the regions most associated with the game were Tuscany, Piedmont, Emilia -Romagna and Lazio, the game was played widely and was a significant contributor to the formation of national unity after the country's unification. It was, unusually, played in the north and the south and served to bring the two very different cultures together. Goethe famously wrote about it during his Italian journey in 1786-7, Le Marche's poet laureate Giacomo Leopardi eulogised his favourite pallonista in verse.

### **Name of the game; Palio**

This is a race that takes place in a piazza and sets groups of rival clans against one another. This particular game features in numerous cities, towns and villages. The Palio does not go by strict rules, meaning it varies a lot. It goes from racing vast wooden wine casks, upon different animals to racing rowing boats in the bay. The name of the game, 'Palio', comes from the Latin 'pallium' which refers to ceremonial length of cloth draped over the winner as a trophy.



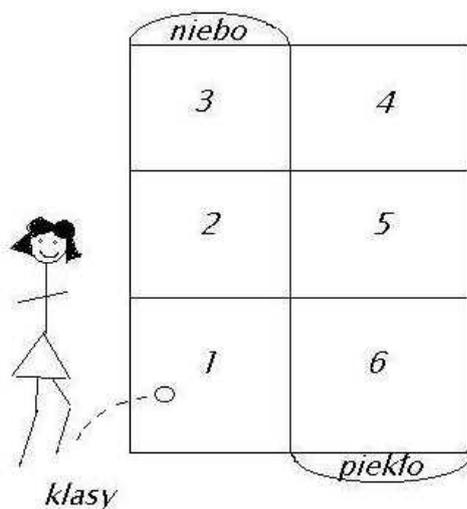
Modern Representation of the classical game of palio. Retrieved March 25 th , 2015from:  
<http://www.telegraph.co.uk/news/worldnews/europe/italy/8441233/Palio-horse-race-banned-from-heritage-status-because-of-cruelty-claims.html>

**County: Poland**

**Name of the Game Klaszy**

Participants: Unspecified

The participant commences by throwing a rock in section demarked as number “1”, then jumps on one leg throughout the sections (1 to 6) ensuring the leg does not touch the ground, given the participant is successful he should throw the rock on section two and recommence the whole procedure until the final section (6) is reached. If the participant finishes all six rounds successfully he is deemed the winner. If at any given point a participant fails, the next participant will take his or her chance. This game is remarkably similar to the Maltese game of passju, even when one considers the relatively distant geographical position of Malta and Poland on a European scale.



The above illustration shows the traditional game “klasy” Retrieved March 25<sup>th</sup>, 2015 from: <http://culture.polishsite.us/articles/art267fr.htm>

**Country: Greece**

**Name of the Game: Abarizia**

Two groups (of equal size) participate in this game. Each group draws an “abariza“, a 3-4 metre diameter circle and a square which is used to demarcate a “prison.” Between the two “abarizas” typically there would be a distance of 20-40 meters. A random player from the first team starts to run between these two “abarizas“whilst a player from the opposing team attempts to catch him/her and to place him/her in “prison.” The team that manages to imprison all of the opposing team members would be declared the winner.



Abarizia- An old Photograph exhibiting the dynamics of this game Retrieved March 27<sup>th</sup>, 2015 from: <http://greece.greekreporter.com/2014/06/18/greek-traditional-games-for-children/>

**Country: Estonia**

**Name of the Game “Jookskartuliga (munaga)” – Potato race**

This game is basically a race utilising a potato or an egg (played by 2 – 3 players or a team). Each participant grabs a spoon with a potato or an egg, the leader appoints a distance and demarcates it using an object (star, finish). Players compete on an established distance ensuring the potato (egg) doesn’t fall on the group.

Rules:

1) To run attentively, keeping balance.

2) If the potato falls on the ground you must re-set it on the spoon prior to recommencing the race.



A modern photograph illustrating the dynamics of this game Retrieved March 28th from <http://www.highmarch.co.uk/?page=201&story=244>

**Country: Finland**

**Name of the game: Chain (Ketju)**

This game involves several participants. A player (singular) leaves the room or an area occupied by the participants, the players join hands and form a circular chain and tangle up, with one person leading this 'human chain'.

The player who left the area must return and attempt to untangle the circle by using the correct hands of each player, once this is accomplished the objective is reached and another player attempts the same procedure.

**Country: Spain**

**Name of the game: Chapas**

Chapas are bottle caps and a fair translation of this fun game for kids would be "the bottle cap game". The caps are decorated and used on tracks that are drawn on the ground. Children then flick their caps as far as possible and race. They then take turns based on whose cap went the farthest.

**Name of the game: Churro, mediamanga, mangantera:**

This Spanish game for children consists of two teams. One team forms a line, bending at the waist and holding onto the person in front of them, forming a long flat barrier. The other team forms a line (standing up) directly behind the barrier. One by one they must jump as far as possible onto the backs of the barrier team. They can propel themselves forward with their hands, but once they land, they are not allowed to move. If the whole team is able to maintain their balance on top of the "barrier" then the first jumper must then touch either his/her forearm (churro), mid-arm (mediamanga), or hold both hands together (mangotero). Then, the first player of the barrier team must guess in what position his/her rival's hand is in. If he/she guesses correctly, the teams switch roles. If not, they start over again in the same roles. Additionally, if the barrier collapses at any point in the game, they must start over as the barrier team again. If the jumping team falls, or any of their players touch the ground at any time, then the teams switch roles.

## Name of the game: Bullfighting

The bullfight, as it is practiced today, involves professional *toreros* (of whom the most senior, who actually kills the bull, is called a matador) who execute various formal moves which have a meaning, or at least a name, according to the bullfighter's style or school. It has been alleged that toreros seek to elicit inspiration and art from their work and an emotional connection with the crowd transmitted through the bull. The close proximity places the bullfighter at some risk of being gored or trampled by the weakened bull. After the bull has been hooked multiple times behind the shoulder by other matadors in the arena, the bullfight usually concludes with the killing of the bull by a single sword thrust, which is called the estocada. In Portugal, the finale consists of a tradition called the pega, where men (forcados) try to grab and hold the bull by its horns when it runs at them.

There are many historic fighting venues in the Iberian Peninsula, France and Hispanic America. The largest venue of its kind is the Plaza México in central Mexico City, which seats 48,000 people,<sup>[4]</sup> and the oldest is the La Maestranza in Seville, Spain, which was first used for bullfighting in 1765.<sup>[5]</sup>

Forms of non-lethal bullfighting also appear outside the Iberian and Francophone world, including the Tamil Nadu practice of *jallikattu*; and the Portuguese-influenced *mchezowangombe* (Kiswahili for "sport with bull") is also practiced on the Tanzanian islands of Pemba and Zanzibar. Types of bullfighting which involve bulls fighting other bulls, rather than humans, are found in the Balkans, Turkey, the Persian Gulf, Bangladesh, Japan, Peru and Korea. In many parts of the Western United States, various rodeo events like calf roping and bull riding were influenced by the Spanish bullfighting.



An old photograph illustrating the traditional sport of bullfighting. Retrieved march 29<sup>th</sup> 2015 from

[http://upload.wikimedia.org/wikipedia/commons/e/e8/A\\_bull\\_fight%2C\\_Barcelona%2C\\_Spain-LCCN2001699358.jpg](http://upload.wikimedia.org/wikipedia/commons/e/e8/A_bull_fight%2C_Barcelona%2C_Spain-LCCN2001699358.jpg)

**Country: France****Name of the game: Escargot**

Escargot is acclaimed to be the predecessor of the American hotchpotch game. French children used to depict the board in the form of a gigantic snail, or an "escargot" as it is known in French. This game used to be comprised of 15 to 20 numbered squares and a blank center square. Throughout the game players must hop on foot towards and from the center spot without touching any demarcated lines or enemy square. If a person is unsuccessful they cannot claim a spot. If they successfully complete one circular journey, the successful participant gets to acclaim a specific spot as their own exclusive place of rest. As the game moves on the players inevitably acquire more territories, the journey towards and from the center square becomes more difficult and eventually virtually impossible for players to hop to the center square, with the winner being the one claiming the most spaces.

**Country: Bulgaria****Name of the game: Elastic cord**

In this particular game, two people will be standing opposite each other holding an elastic cord by legs at different levels; another person will jump over the cord making different figures with it at different levels. When the person jumping over the cord makes a mistake the game is over and it is the next person's turn. The winner is the one who reaches the highest level of jumping.

**Name of the game: Drop the handkerchief**

The children are sitting in a circle when one player is walking around behind them, holding a handkerchief and trying to play a trick on someone by dropping the handkerchief behind him without being seen. Each child turns back and looks if the handkerchief is behind them. If they have seen the handkerchief, they grab it and begin running after the player who left it there. When the player has been caught the two of them change their place and the game begins again. This game resembles a game which is also played in Malta which is called 'Iz-zunzana ddu iddur' and instead of dropping a handkerchief the player stops behind another player and touches his back.

**Country: Germany**

**Name of the game: Topfschlagen**

Translated in English it means, “Hit the Pot.” This is a traditional German game is typically played by children. The game commences by hiding a piece of chocolate in a pot. The participant closes his eyes or is blindfolded and is provided with a wooden stick. He crawls on the floor, banging the spoon randomly across floor until he or she precisely finds the pot. Spectators can help by shouting “hot” or “cold” which indicates the distance from the target ( the pot) When the participant locates the pot, he or she acquires what is inside. The whole procedure is repeated for the remaining people to try their chances.



A modern Representation of Topfschlagen as played by a group of children. Retrieved March 28<sup>th</sup> 2015 from [http://www.lebenshilfe-ravensburg.de/Lebenshilfe/index.php?option=com\\_joomgallery&func=detail&id=818&Itemid=37](http://www.lebenshilfe-ravensburg.de/Lebenshilfe/index.php?option=com_joomgallery&func=detail&id=818&Itemid=37)

**Country: England**

**Name of the game : Shove Ha'penny**

Shove Ha'penny is the smaller offspring of a game called Shovel Board. Earlier versions which existed as early as the fifteenth century were known as Shoffe-grote (where the coins utilized were Edward IV groats). Slype Groat and Slide-thrift were all played in a similar modality to the game Shove Ha'penny but with different coins corresponding to the sixteenth and seventeenth centuries respectively.

In the game, players take turns to push coins up a board with horizontal lines across it. The areas amidst the horizontal lines are referred to as "beds" and the prime objective is to ensure that the coins land squarely in the beds without touching the horizontal lines. To win, a player needs to land a coin in each bed 3 times (total). If a player manages to score three coins in one bed in a single turn this is referred to as "sergeant" and if all five coins score in a given single turn, this is known as a "sergeant major" or occasionally as "gold watch".



The picture shows a beautiful antique wooden Shove Ha'penny board from the collection of John Rushby-Smith, Ledbury, England.

**C) Analyse and understand traditions values and rules of traditional sports and games  
{values emphasized in our project}**

Throughout life we acquire various values, from learning a new subject or a new language, from a new experience, from meeting different people and also from learning and playing sports and games. Each different experience gives us different values which make us who we are. We are made up of the values we acquire through this journey called life.

Whenever we enjoy doing something, be it a game, a sport or learning a new language, it will reflect what we value in life. Games and sports in themselves are vested with values which we will acquire from them. When we are playing a sport or a game we have to be vested with the value of acceptance. When playing a game or a sport we will not always win, therefore, we have to accept the result, whether it is a good one or not. Sacrifice is another value which one will find in people who are in the sports field as these people will go through a lot of sacrifice in order to fulfil their goals, in order to be capable to play the sport they love. The value of partnership is another crucial value which we must hold on to if we want to be successful in games and sports.

There are countless values which we must never drift from as such values apart from making us who we are will help us achieve in life, they help us excel in what we do.

#### **D) Identify critical situations and risks for the continuity of tradition in Europe, critical situations and risks for the continuity of tradition in Europe**

As illustrated and explained throughout this project, in Europe there are various traditional sports and games which, the majority of them, still exist to this day. However, there are already certain traditions which are being forgotten, being something of the past and not preserved and appreciated.

It is a known fact that technology nowadays has taken over our lives in many aspects, and the case of sports and games is precisely one of the aspects in which technology has left a great impact. Back in the days, we used to play outside, we used to love meeting our friends and play different sports and games which are traditional in our Countries. Nowadays we have a situation in which instead of meeting up we either call, text or use social media to socialize and to top it off, we do not go to play outdoors. Technology created countless types of games which one can enjoy playing at the comfort of his/her own home, and although technology helps us a lot in general in life, it also has certain drawbacks.

In the field of traditional sports and games, we have seen a drastic decline of children wanting to continue learning a sport or game tradition due to the fact that technology made us quite a lazy generation. The majority of children today would not know what are or how to play games and sports that their own parents used to play back when they were their age. It is a pity to have such a rich culture with numerous traditional games and sports which are being lost and forgotten.

Having said this, nowadays we are seeing a little bit of improvement with regards to the preservation and education of traditional games and sports. We are in a situation in which if we do not take action today, tomorrow will be too late. Therefore, we are seeing in different Countries the will to educate this generation about traditional games and sports in order to keep the traditions alive, generation after generation.

After conducting this project, it really hit us how we are losing and forgetting where we came from, we are not giving the attention that is needed to our traditional games and sports. This is why we believe that it is of utmost importance for the competent authorities to preserve our traditions and to come up with projects, such as the one we are participating in, to help keep our traditions alive through generations that are yet to come.

### **E) Suggest innovative solutions to safeguard and build the future of these traditional sports and games in Europe.**

For traditional games to be safeguarded, the ideal solution would be to turn them into a competitive sport. A case in point is the game of Bocci in Malta where a traditional game has been turned into a competitive sport with clubs competing for honours. Through this, the game has flourished over the years and has not been relegated to the history books.

Traditional sports can also form part of the Physical education syllabi in schools across Europe. With such an addition, children across Europe will have the opportunity to experience traditional games and appreciate the fact that to play, one need not have a very technological gadget but a stick and some stones would do. This would in turn stimulate the child's creativity in making use of modern everyday objects to create new games.

### **The role of traditional sports and games to the safeguard European cultural heritage and the construction of a better future for Europe**

The role of traditional games has been recognized and definitive official bodies most notably the United Nations Educational, Scientific and Cultural Organization (UNESCO) have taken concrete steps for the continuity and appreciation of such games in but not limited to Europe; these include;

1. The definition and recognition of popular and traditional culture (1990)
2. Universal declaration of cultural diversity (2001)
3. Promotion and development of traditional sports and games (TGS's) (2006)

Parlebs (2005) an expert in the field of traditional games made a comprehensive appraisal of the game's functional role in society

The author stated that games create culture and are essentially the product of history. The games emerged from different homelands and are a reflection of deep societal roots and are indicative of behavior of intercommunication between members in that society, and interrelation with the environment. So the role of tradition games can be encompassed by this consideration presented by Parlebs (2005) which could aid us in understanding better the contributions of games to cultural roots and cultural heritage and through this acknowledgement we can today commence a process to safeguard such games, as safeguarding these games essentially means safeguarding European cultural heritage.

## **Bibliography**

In order to compile this work together we have adopted various websites which helped us develop more our knowledge and understanding of traditional sports in different countries. These websites also helped us to get to know how each and every Country thinks about the idea of sports in itself and about the game values that every Country holds.

The following are the links to what we found beneficial to help us form this project;

For Italy we found very fruitful a website written by an Italian herself, sports and games which she herself played when she was younger in her Country. Anita explains well the objectives and gives a vivid description of each field in her writings.

<http://www.e48thstreetmarket.com/traditional-italian-childrens-games/>

Another influential website was [www.swide.com](http://www.swide.com) which provided us with values and aspects of the traditional Italian sports.

These websites where also used for further information regarding traditional Italian games:

<http://www.swide.com/sport-man/traditional-sports/traditional-sports-in-italy-pallone-col-bracciale-rules-and-history/2013/10/15> ITALY BRACCIALE

[We have also found useful another website for Italian traditional sports from which we obtained some photos of the traditions.](#)

<http://www.telegraph.co.uk/news/worldnews/europe/italy/8441233/Palio-horse-race-banned-from-heritage-status-because-of-cruelty-claims.html>

Again, in the case of Poland we have used a website which is written from the memories of a Polish who decided to share his own childhood memories in order to keep alive the Polish traditional sports.

<http://culture.polishsite.us/articles/art267fr.htm>

Greek Reporter is a website revolving about anything that has to do with the Greeks. This particular website provided us with fruitful information about Greek traditional sports and games.

<http://greece.greekreporter.com/2014/06/18/greek-traditional-games-for-children/>

For Estonia we have decided to follow a local School website which had plenty of information that brought out the wonderful traditional games and sports of the Estonians.

<http://www.highmarch.co.uk/?page=201&story=244>

We have also referred to another website which obtained its information mainly from a UNESCO article that was published in October 2008 which deals primarily with traditional games.

<http://blocs.xtec.cat/jocstradicionals/2008/10/24/estonia-traditional-games/>

Dino Lingo Educational Blog, as the name suggests is very educational as it provides various educational aspects and information amongst which we found information regarding the traditional games and sports of Finland.

[http://dinolingo.com/blog/2012/06/07/finland-culture-for-children-childrens-games-of-finland/#.VRBMxfnF\\_0w](http://dinolingo.com/blog/2012/06/07/finland-culture-for-children-childrens-games-of-finland/#.VRBMxfnF_0w)

For the research of Spanish traditional sports and games we found three main websites which were very rich in information. The first website dealt with different games that Spanish people used to play back in the days and which they are still playing today.

<http://www.donquijote.org/culture/spain/society/customs/spanish-games>

This website helped us evolve our knowledge about the sport, or as some see it, the art, of bull fighting.

<http://en.wikipedia.org/wiki/Bullfighting>

The following site helped us to convey our thought about the traditional sports by an illustration.

<http://www.antiquaprintgallery.com/bull-fight-bravo-toro---spain-antique-art-print1875-127107-p.asp>

In France's case we have opted for a site which provided us with information that stated that certain traditional French games are not known in other Countries such as America, however, these Countries also have games which are very similar to those of the French in content.

[http://www.ehow.com/list\\_6733374\\_traditional-french-children\\_s-games.html](http://www.ehow.com/list_6733374_traditional-french-children_s-games.html)

The *Attic Project, A world of Games* is a project that was of great help, this project shared many different traditional games and sports of many different Countries, amongst which we found those of Bulgaria.

[http://issuu.com/susanaloslada/docs/xogos\\_caderno](http://issuu.com/susanaloslada/docs/xogos_caderno)

The German traditions were developed by the aid of this particular website which gives very worthy descriptions of each tradition

[http://www.ehow.com/list\\_5793665\\_traditional-games-german-children-play.html](http://www.ehow.com/list_5793665_traditional-games-german-children-play.html)

We have also referred to this website to obtain images for the traditions of Germany;

[http://www.lebenshilfe-ravensburg.de/Lebenshilfe/index.php?option=com\\_joomgallery&func=detail&id=818&Itemid=37](http://www.lebenshilfe-ravensburg.de/Lebenshilfe/index.php?option=com_joomgallery&func=detail&id=818&Itemid=37)

As the title in this website suggests, this is a guide to traditional English games and it has guided us to be more aware and learn the values and aspects of English traditional sports and games.

<http://www.tradgames.org.uk/games/Shove-HaPenny.htm>

P.L.Burgués. (n.a) Traditional games and sports in 21<sup>st</sup> century Europe: future challenges. Retrieved March 29<sup>th</sup> 2015 from <http://jugaje.com/en/textes/traditional%20sports%20and%20games.pdf>

This site was primarily utilized to obtain information pertaining to the origins of traditional games.

<http://www.jugaje.com>

This site was utilized to obtain an image of the game of ‘Bocci’ with a participant in action

<http://fkbocci.com/index.aspx>

The site was utilized to obtain an image of the traditional Maltese game ‘Il passju’

[http://www.pic2fly.com/viewimage/IL%20Passju/i\\_a5238c1d5db41959b726359b436d2dbf](http://www.pic2fly.com/viewimage/IL%20Passju/i_a5238c1d5db41959b726359b436d2dbf)

The site was used to attain images of a modern representation of a potato race which is also considered a traditional sport in Estonia

<http://www.highmarch.co.uk/?page=201&story=244>

This website was utilized to exhibit a classical bullfight in Spain (Barcelona)

[http://upload.wikimedia.org/wikipedia/commons/e/e8/A\\_bull\\_fight%2C\\_Barcelona%2C\\_Spain-LCCN2001699358.jpg](http://upload.wikimedia.org/wikipedia/commons/e/e8/A_bull_fight%2C_Barcelona%2C_Spain-LCCN2001699358.jpg)

This website was instrumental for providing extensive amount of information regarding the origin, description and overview on the Maltese game of Bocci

<http://fkbocci.com/bocci.aspx>