

Competition rules of Ordo.

I. General regulations.

Ordo – Traditional Kyrgyz Game.

Ordo is one of the most widespread games in Kyrgyzstan, having survived from ancient times to the present day. The word “ordo” refers to the general headquarters of the khan’s palace, and the game itself reproduces the fight to conquer the general headquarters.

Ordo is a kind of military map, which warriors used to learn how to defeat an enemy. A circle drawn on the ground represented the state territory, and rivals used this to work out the plan of battle. Knocking the khan out of the circle meant dethroning the ruler and winning the game.

II. Rules of the national game ordo.

10 people take part in the competition: 7 players, 1 substitution, coach and team leader.

Game starts with the draw. For this each captain takes one left alchik. Throwing them above the head judge determines the team which starts the game. The game starts those whose chuko felt on «aykur» or «taa» side.

The game lasts for 2 hours. It starts with the solemn greeting of the teams.

For each player 5 chuko are put and each has a right of three strikes. If a player knocks out the chuko, then he continues his throws until he is failed. During the game player should properly step on the circle line, in each case toe should be directed to the center of the circle. He must continue the game with the tompoy that he entered the circle. If a player at his strike or click broke the rules by taking another tompoy or if he wronged, then by decision of the judge he quits the game. If during the game, the players of one team knocks out all chuko and the khan, then turn gives to another team. If the second team knocks out all chuko and khan too, then game finishes with the draw and it starts again. If the second team couldn’t knock out all the alchiks and khan, then first team wins and they acquire “malak”. Team got “malak” cannot take any of chuko.

If during the given time khan was knocked out and the game would be started again, then chuko of the losing team counts in the following way:

- 5 chuko – three full games;
- 4 chuko – three games by knocking;
- 3 chuko – two full games;
- 2 chuko – one game by knocking;
- 1 chuko – one game.

Knocking out is given only to one player.

In the team championship places are determined by the points. Team scored the maximum points takes the first place.

Team knocked out during one round all the chuko and the khan gets 3 points.

For the normal win with the difference of chuko team gets 2 points.

For the draw – 1 point.

For the defeat – 0 point.

III. Facilitation and inventory.

Instruments for this game are tomtoy, chuko and khan. Tomtoy and chuko must be without any broken parts and fractures. Tomtoy must look new and be smooth.

For khan one cent coin can be used.

Judges must have a measuring stick with the length of 40 centimeter, painted from one side into red and from another into yellow color.

IV. Competition process.

If less than 7 teams take part, then round system is conducting. If the number of teams is 8 or more, then after draw teams are separated into two groups.

Graphic of games for 4 teams:

1st round	2nd round	3rd round
1 – 4	1 – 3	1 – 2
2 – 3	2 – 4	3 – 4

Graphic of games for 5 teams:

1st round	2nd round	3rd round	4th round	5th round
1 – 5	1 – 4	1 – 2	1 – 3	2 – 5
2 – 4	3 – 2	3 – 5	5 – 4	3 – 4
3	5	4	2	1 - extra team

Graphic of games for 6 teams:

1st round	2nd round	3rd round	4th round	5th round
1 – 6	1 – 5	1 – 4	1 – 3	1 – 2
2 – 5	2 – 4	2 – 3	2 – 6	3 – 5
3 – 4	3 – 6	6 – 5	4 – 5	4 – 6

Graphic of games for 7 teams:

1st round	2nd round	3rd round	4th round	5th round	6th round	7thround
1 – 7	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	2 – 7
2 – 6	2 – 5	2 – 4	2 – 3	4 – 7	3 – 7	3 – 6
3 – 5	3 – 4	6 – 7	5 – 7	5 – 6	4 – 6	4 – 5
4	7	3	6	2	5	1

- extra team

V. Techniques of the game.

Atuu (name of the method) – “ura atmay” (a strike made out of a circle); “baychertmekatuu”(strike like baya, one of the striking types); “kynkay atuu”

(striking sideways); “boorgo alyp atuu” (strike from the chest); “toorumak tooruu” (strike from the rear).

“Ura atmay” – for the strike with the chuko player steps the line with his toe in direction of the center of a circle. If chuko knocked out without this rule, then chuko stays in the center and doesn't go into the general treasury.

“Baychertmek atuu” – this method used for striking from the top, in order to hit the center, when chuko is at 1-1,5 meter distance from the line. At this strike a player also need to turn his toe to the center.

“Kynkay atuu” – this technique used when a player knocks out the chukoos lying near, wherein toe must be directed to the centre.

”Tooruu” – strike from the rear. “tooruu” technique has complicated and simple types.

Simple “tooruu” – at this technique heel of the left foot must be on the line, right foot stays back, left hand moves back, strike performed bowing, and, if at that time chuko goes through the inner chukoos, tompoy goes out of the line wherein heel was taken from the line, or tompoy touched the leg of a player, and also, if a player picked up a tompoy without lowering his arm and leg, then strike is not counted. If a player after “tooruu” strike couldn't hit the circle, then he must move one step left or right from the striking place and commit a strike to the far chuko. There must be striking that player who was knocking down the chukoos.

Complicated “tooruu”. Complying rules of the simple tooruu, with the help of tompoy a player need to direct into the chukoos' side in the circle. If tompoy stays in the circle, then he has right to click, if not, he can continue until he missed.

“Boorgo alyp atuu” (strike from the chest) – method has simple and complicated types.

Simple type – in this technique a player knocking out the chukoos puts his left foot properly on the line, left arm press to his chest and knocks out the chukoos nearby the line, here it won't be a mistake if tompoy goes out of the line.

Complicated type – tompoy must be directed into the chukoos in the circle and a player must knock out chukoos out of the line. Knocked out chuko must go out from the near line, he must go through the chukoos inside of a circle.

Strikes “chertuu” – “clicking”.

“Birden chertuu” – click by one, “karmap chertuu” – hold and click, “suro chertuu” – click by gathering, “koe berip chertuu” – click loosing, “top chertuu” – click of a group and “khan chertuu” – click of a khan, “sabap chertuu” – click by whipping.

“Birden chertuu” – when a player hit the circle, he can apply click strikes, at this strike left leg must be parallel to the line, connecting two extreme chukoos, other leg mustn't cross the line. After this, moving or not moving a knee, player

must by clicking strike one chuko, stand and again strike another chuko. If this technique repeated several times, then it is called “birden chertuu”.

“Karmap chertuu” – a player enter the circle, knocks out by clicking one chuko, sits and knocks out one more chuko. At this time tompoy mustn’t lay separately (“arabök”). After this a player must knock out chuko, lying aside, wherein holding tompoy vertically or horizontally, third chuko knocks out by click too. At the strike “karmap chertuu” at least three chuko must be knocked out.

“Suro chertuu” (“jamapchertuu”) – at this strike a player hit the circle knocks out chuko one by one in such a way that they need to be grouped. At this click tompoy mustn’t get off the ground, hand mustn’t touch the ground, and, if click was not straight but sideways, strike is not counted.

“Koe berip chertuu”. This technique used when tompoy is appeared near the separate lying chuko, in this case a player knocks out this chuko to the side of majority of chuko, at this chuko must be knocked out of the circle, and tompoy must attach to other chuko. This method may be applied several times, but provided that one chuko must be knocked out of the circle and tompoy attach one chuko in the circle.

While performing all types of clicking, first player need to raise his knee and then his foot.

“Top chertuu” (“top uruu”). A player can enter the circle, strike one chuko, stand, and then can strike the group of chuko. Chuko are considered a group if more than 5 chuko lay close to each other in the middle of the circle. At the strike to group, strike with tompoy performed without moving a knee. If while striking chuko touched a player, tompoy was got off the ground or knee and feet were moved, strike is not counted.

“Khan chertuu”. It is allowed to strike khan during the game. At the strike to khan knee doesn’t move too. When there are only five chuko left in the ordo and knocking out of the khan starts, first starts the representative of the playing team. Players knocking out the khan can change. Team who has knocked out the khan takes together with the khan three chuko, other team takes two chuko, and team token the khan starts new round. It is obligatory for khan to be knocked out from the center.

“Sabap chertuu” – whipping click. A player can use this technique when chuko are closely placed. He can strike at the distance of one hand, wherein it is permitted to move his knee, but it is necessary to knock out at least three chuko. At all the clicking methods necessary thing is to sit right, hand shouldn’t touch the ground, tompoy shouldn’t get off the ground, knee shouldn’t cross the line which

connects two far chukoos, between the feet and the knee of bent leg there shouldn't left chukoos.

“Ichke tushuu”. Using the strikes like “bay chertmek”, “tooruu”, “kadamyk kadoo” there is chance to get into the circle. Tompoy, when it reaches the circle, should attach to one of the chukoos or khan, distance between them must be 40 cm. while a player being inside the circle won't the judge to measure, the distance won't be measured. Distance between tompoy and chuko measures, and, if a player can reach, chuko can be knocked out. When a player enters the circle, there should be nobody inside the circle except him and the judge. Captain of the team can enter only with the permission of the judge.

“Kadamyk kadoo” – strike to near chuko. “kadamyk kadoo” technique applied when a player is inside the circle. Chukoos being close to the circle line is considered to be “kadamyk”. The distance between chuko and “kadamyk” and leg on the line must be so, that a player could twist with his tompoy. Chuko necessarily must be knocked out through the line. Tompoy together with the chuko can be directed into two sides of a line. If tompoy and chuko directed into one side, game is not counted. While knocking out close strikes can be applied – “kadamyk kadoo”, but toorumak “strike from a rear” is forbidden.

“Ara bök” – the distance between tompoy and chuko is more than 40 cm. Situation, when tompoy is far from the chukoos is called “arabök”. If the distance is not coincide, strike is not allowed, if it is, it is possible to continue the game. The distance is measured by a judge with the consent of a player being in the circle.

VI. Forbidden actions, loss of the right for a strike.

A player is forbidden to step twice the circle line while knocking out the chuko.

While playing it is forbidden to shift tompoy from one hand to another or make touch two hands.

Forbidden to strike sideways not knocking out chuko.

Forbidden to take tompoy, lying on a line, not stepping the line or not entering the circle, to take tompoy which lies in the circle.

Forbidden to take during the game separately lying (“arabok”) tompoy, stretching an arm through the chukoos.

Forbidden to step onto tompoy, chuko, khan, which is lying in the circle.

While entering the circle it is forbidden to move khan from his place, stretch a hand through the line, knock out through this line.

Forbidden to take tompoy leaning to the ground or tompoy.

A player loses his strike if a knocked out chuko, touches somebody from his team and bounces back to the circle. If a knocked out chuko or tompoy will be stoped, strike is not lost.

If while striking a partner steps on the line or enters inside the circle a striker loses his attempt.

For bidden to give tompoy to the striking player for a members of opposite team.

Khan won't be considered as knocked out if while striking tompoy was released and together with khan appeared out of the line.

Strike is lost if a striking player asks to measure the distance and it appears inappropriate.

For bidden to take a knocked out chuko without permission of a judge, which has bounced back into the circle after hitting something.

For bidden to raise tompoy being in the circle, not lowering left had (for the right handed) and right hand for the left handed.

While knocking out a khan a player is forbidden to transpose his knee.

Strike is lost if while click strikes chuko touches a group or a far chuko.

For bidden while whipping clicks ("sabap chertuu") release tompoy from hand.

If a player didn't knock out, but only with the edge of tompoy pushed chuko, then strike is lost.

Judge throws the coin higher his head in order to determine the starting team.

If during a game players of two teams will conflict, judges on the grounds will take different measures on regulating the situation. That is, judge has a right to give an admonition and also exclude players from game.

A player loses his strike if, being inside the circle, points to the chuko with his hand.

During the game players of both teams must treat each other with respect: "aka, ake, bayke, ini, tuugan, ava, aksakal, sizing, bizin."

Strike won't be counted if while striking one of the two knocked out chukoes will be left in the circle touching a player.

Strike won't be counted if while striking a group of chukoes, chuko passed through the foot of a player or chuko which is left in the group touched the foot of a player.