

Khel Khoj -Indigenous Games

Organized by

Department of Physical Education and Sports in association with NSS Unit of REVA University, 39 KAR NCC BN Wing, Department of Student Affairs and All schools

Date: 12.04.2025

Timings: 9.30 am to 4.30 pm

Venue: REVA University

About the event

In a spirited celebration of our rich culture and heritage, **Khel Khoj** returns to take you on a joyful journey through the diverse world of traditional Indian games. Our campus came alive as it transformed into a vibrant game zone, echoing the energy and enthusiasm of students engaging in indigenous games from across the country.

Aligned with the United Nations Sustainable Development Goals, the National Education Policy (NEP) of India, and the directives of the Ministry of Education, Government of India, **Khel Khoj** aims to rekindle the charm and significance of traditional games.

The name *Khel Khoj*, meaning "Search for Games," reflects our mission to explore and revive the sporting heritage of India—a land where games have been an integral part of culture for thousands of years.

This year, over **35 traditional games** from various Indian states will be showcased, including field sports, martial arts, and indoor/board games. More than just a celebration, Khel Khoj is an immersive educational experience that emphasizes the cultural importance and historical roots of these games.

The **third edition of Khel Khoj**, held on **12th April 2025** from **9:30 AM to 4:30 PM**, transformed our campus into a dazzling tapestry of colours, rhythms, and movement. From captivating performances to exhilarating traditional sports, the event was a spectacular tribute to India's living traditions.

Inauguration started at 10.30 am Chief Guest was **Padma Shri K Y Venkatesh**, Indian Para Athlete Guest of Honor **Shree Harsha** Indian Playback Singer

Padma Shri K Y Venkatesh spoke about how the initiation from REVA University Indigenous games is a vital part of a people's heritage and culture, preserving age-old traditions and stories of the group. They allow participants to understand the social construct and history of the inventors and players of these games. and **Shree Harsha** spoke about importance of Indigenous game and its advantage, importance and the study and practice of indigenous games is a part of the sport management course at eta College, emphasizing the importance of understanding and participating in these cultural activities. Presidential address by **Dr. Sanjay R Chitnis**.

Vice Chancellor, REVA University

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Matru Prathistana


Target audience are Government and private School students, Parents and grandparents of our students and teachers. Approximate number of participants= 6001

Reach: 6001. Impressions: 21,504. Views: 1, 31,761, etc)

SDG 3:

Indigenous games contribute to SDG 3 (Good Health and Well-being) by promoting physical activity and healthy lifestyles, as well as cultural preservation and community engagement, all of which have positive impacts on individual and community health. Participating in these games can reduce the risk of non-communicable diseases, improve mental health, and foster a sense of belonging and social connection.

SDG 16, which focuses on Peace, Justice, and Strong Institutions, can be linked to indigenous games through various pathways. For example, indigenous games often reflect and reinforce cultural values, traditions, and social structures, which can contribute to strengthening communities and fostering a sense of belonging. Furthermore, indigenous games can be used to promote education, awareness, and dialogue between different cultures, contributing to a more peaceful and inclusive society.

 REVA UNIVERSITY Bengaluru, India				
Khel Khoj 2025 Program Schedule				
Venue - Saugandhika			Date: 12th April 2025 Time – 10:30 AM Onwards	
S.No	Program	By	Duration	Time
1	Opening Remarks	Emcee	1 Mins.	10:30 AM - 10:31 AM
2	Invocation Dance	Students of REVA University	5 Min	10:31 AM - 10:36 AM
3	Welcome Address & Introduction on Khel Khoj 2025	Dr. Sanjay R Chitnis Vice Chancellor, REVA University	4 Mins.	10:36 AM - 10:40 AM
4	Inauguration Ceremony	All Dignitaries on the dais.	2 Mins.	10:40 AM - 10:42 AM
5	Profile reading and felicitation Chief Guest Padma Shri K Y Venkatesh Indian Para Athlete		2 Mins.	10:42 AM - 10:44 AM
6	Address by		3 Mins.	10:44 AM - 10:47

	Chief Guest		AM
7	Profile reading and felicitation Guest of Honour Shree Harsha Indian Playback Singer	2 Mins.	10:47 AM - 10:49 AM
8	Address by Guest of Honour	3 Mins.	10:49 AM - 10:52 AM
9	Vote Of Thanks	Dr. K S Narayanaswamy Registrar REVA University	2 Mins. 10:52 AM - 10:54 AM
10	National Anthem	1 Min	10:54 AM - 10:55 AM
11	Kalaripayattu	5 Mins.	10:55 AM - 11:00 AM
12	Performance by Shree Harsha Indian Playback Singer	10 Mins.	11:00 AM - 11:10 AM
12	Thang - Ta	5 Mins.	11:10 AM - 11:15 AM
13	Mallakhamba	5 Mins.	11:15 AM - 11:30 AM
14	Silambam	5 Mins	11:30 AM - 11:45 AM
15	Indigenous Games	11:45 AM onwards	

Invitation





Students, Staff and Faculty of REVA University

Cordially invite you all to

Khel Khoj -2025

President
Sri. Umesh S. Raju
Pro Chancellor, REVA University

Chief Guest
Sri. K. Y. Venkatesh
Padma Shri Awardee & Indian Para Athlete

Guest of Honour
Sri. Shree Harsha
Indian Singer

Gracing the Occasion
Dr. Sanjay R. Chitnis
Vice Chancellor, REVA University

Dr. K. S. Narayanaswamy
Registrar, REVA University

Inauguration Program

Date : April 12, 2025
Time : 10:30 AM

Venue : REVA University

Rukmini Educational Charitable Trust

www.reva.edu.in

List of Games:



Indigenous Games of REVA

SLNo	School/Department	No of Games	Indigenous Games
1.	School Applied Science	1.	Chowka Bhara
		2.	Ali Guli Mane
2.	School of Arts & Humanities	3.	Nooran Kuchi
		4.	Naaku Kallu Aata
3.	School of Legal Studies	5.	Kilithattu Kathiputti
		6.	Chain Tag
4.	School of ECE	7.	Gilli Danda
		8.	Tennikoit
5.	School of EEE	9.	Goli
		10.	Insuknawr (Donne Tallu)
6.	REVA Business School	11.	Hoop Rolling
		12.	Dog & the bone
7.	School of Management Studies	13.	Pagade
		14.	Buguri / Lattoo
8.	School of Performing Arts	15.	Adu Huli Aata (Tiger & Goat
		16.	Pot Hitting
9.	School of Commerce	17.	Sack race
		18.	Kaddi Piniyo Aata
10.	School of C& IT	19.	Archery
		20.	Chaturanga
11.	School of Civil	21.	Kunte Bille
		22.	Kabaddi
12.	School of Mechanical	23.	Tower of Brahma/hanoi
		24.	Kokla chhapaki
13.	School of Architecture	25.	Kho Kho
		26.	Kuntata / Langadi
14.	School of CSE	27.	Target Ring
		28.	Three Legged Run
15.	School Allied Health Science	29.	Bootle race
		30.	Sundarikk Pottu Kuttu
16.	School of CSA	31.	Lagori.
		32.	Tug of War

Game details:

Indigenous Games of REVA

SHOWCAS NG INDIGENOUS GAMES OF INDIA

1) Chowka Bhara

Chowka Bhara game is an ancient board game from India, also known as Cowry Origin: Cowry game is an ancient board game from India, also known as Chowka Bhara. It is a race game of chance and strategy for 2-4 players, in which playing pieces are moved around a square board according to the throw of special dice (cowry shells).

2) Nooran Kuchi

Indoor game played with small sticks made from twigs / broom stick / old pens & pencils. Improves hand-eye co-ordination, pincer grasp (fine motor skills) and concentration power.

3) *Ali Guli Mane*

Ali Guli Mane is an abstract strategy board game of the mancala family, from Karnataka in South India. It is known as Chenne Mane in Tulunaadu (Coastal Karnataka), Akal Patta in North Karnataka and Satkoli (सत्कोलि) in Maharashtra. The name of the game, like that of many mancala games across the world, is simply a description of the board used: it means a “wooden block with holes”. It is similar to Pallanguzhi from the neighbouring state of Tamil Nadu. There are also similarities with the traditional Malay mancala game Congkak.

4) *Kuntata / Langadi*

Langdi is a traditional Indian field sport played in Pandiyan Dynasty called “Nondiyaattam”, similar to hopscotch. The teams alternate chasing (attacking) and defending roles in each of the 4 innings of the game, with the chasing team’s players restricted to hopping around on one foot, and attempting to score points by tagging as many defenders as possible within the 9 minutes of each inning. It is described by Marathis as a sport with a Marathi ethos.

5) *Gilli Danda*

This game requires two sticks. The smaller stick should be oval-shaped wooden piece known as Gilli and the longer stick is known as danda. The player needs to use the danda to hit the Gilli at the raised end, which then flips in the air. When it is in the air, the player needs to hit the Gilli, as far as possible. Then, the player runs to touch a point outside the circle before the Gilli is taken by another player. The secret of winning this game lies in how well is the gilli raised and hit. It can be played by any number of players.

6) Goli

Playing marbles is also known as goti, golli, lakhoti or kancha. This game is believed to have originated during the Harappa age. The glass marbles used in the game are easily available and inexpensive, which meant that everyone could play with them. There are many games with marbles, but most of them involve striking a marble using another with a specific strike technique. While this game doesn’t require too much physical movement, it does need good focus and concentration.

7) *Hoop Rolling*

Hoop rolling, also called hoop trundling, is both a sport and a child's game in which a large hoop is rolled along the ground, generally by means of an object wielded by the player. The aim of the game is to keep the hoop upright for long periods of time or to do various tricks.

8) Pagade

This Pagade is a cross and circle board game that is very similar to the ancient game of Pachisi or Chaupad. This game requires 2 or 4 players to race their respective pawns to reach the innermost square. The origin of the game can be traced to 4th century AD and it has remained popular throughout history.

9) Buguri / Lattoo

Played using a Spinning top. This simple game came to existence in 3500 BC. In the beginning, tops were made of clay. Later, children began to use tops made of wood. Today, a variety of designed and coloured tops are available. There is a string which helps to spin the top and then helps to lift up the spinning top. Usually, two or more players can play this game. The players need to first wrap their tops with the string and then unwind it by pulling the string, making the top to rotate on the ground. The players need to pick their tops with the string as fast as they can. The player whose top spins the longest is declared as the winner.

10) Adu Huli Aata (Tiger & Goat):

Tiger and goat is a hunt game that is known as Adu Huli Aata in Kannada. The game is played between 2 players where one player gets 3 tigers and the other player has 15 goats. The game is about the tigers trying to kill the goats while the goats look for ways to immobilize the tigers. This game requires planning and concentration on part of both the players.

11) Naaku Kallu Aata (Four Stone)

Four stone is an ancient traditional game that is known as Naaku Kallu Aata in Karnataka. It requires four independent boxes to be drawn on the ground. One player each stands in the four boxes and tries to take the four stones placed at the centre without being caught by the chaser in the game.

12) Sack race

sack race or potato sack race is a competitive game in which participants place both of their legs inside a sack (usually a potato sack) or pillowcase that reaches their waist or neck and hop forward from a starting point toward a finish line. The first person to cross the finish line is the winner of the race.

Sack racing is traditionally seen as an activity for children, but people of any age can compete. In schools, the sack race often takes place on a sports day, along with numerous other events such as the egg and spoon race.

13) Pot Hitting

The pot hitting game, also known as Topfschlagen in Germany, is a traditional game where a blindfolded player crawls around the floor to find a pot with a prize inside. The game is often played at birthday parties or on rainy days.

14) Insuknawr (Donne Tallu)

Insuknawr was the most popular among the Mizos. Zawlbuk, the center where young boys entering adulthood received informal education was the main place for this unique game. However, the formal education system which received widespread support throughout Mizoram in 1940s onwards brought about the decline of Zawlbuk and these indigenous games.

15) Lagori.

Lagori. an ancient Indian game that is more than 5000 years old and still played in parts of India. A game that helps you interact with others, sometimes blow off steam, develop strategy skills, dexterity, teamwork , healthy competition and sportsmanship. Lagori aims to find out and fill that gap, one child at a time, by providing the stepping-stones required for education. Education defined as the ability to interact, behave and organize for the future with knowledge & literacy.

16) Archery

Archery is the practice of using a bow to shoot arrows. The word comes from the Latin arcus, meaning ‘bow’. Historically, archery was used for hunting and combat, having been invented in the late Palaeolithic or early Mesolithic periods. The oldest signs of archery unearthed in Europe date to around 10,000 BC, while evidence in Asia dates the invention of the bow even earlier.

17) Kunte Bille

Kunte Bille is a type of Hopscotch played by girls in rural villages of Andhra Pradesh and Telangana. It is also played as KunteBille in Karnataka. Girls play this recreational sport by hopping on the squares. Currently, this popular outdoor game is vanishing due to literacy, urbanization and the influence of Western games. Hopscotch is a traditional children’s game that is known as KunteBille in Kannada. The game can be played alone or with several players. It involves drawing a court on the ground and then tossing a small object into the numbered rectangles of the court. The player then needs to hop or jump through the spaces in order to retrieve the object.

18) Tower of Brahma/hanoi

The puzzle was introduced to the West in 1883. Numerous myths regarding the ancient and mystical nature of the puzzle popped up almost immediately, including one about an Indian temple in Kashi Vishwanath containing a large room with three time-worn posts in it, surrounded by 64 golden disks. Acting out the command of an ancient prophecy, Brahmin priests have been moving these disks in accordance with the immutable rules of Brahma since that time. The puzzle is therefore also known as the Tower of Brahma. According to the legend, when the last move of the puzzle is completed, the world will end.

19) Kabaddi

Kabaddi is a contact team sport played between two teams of seven players, originating in ancient India. The objective of the game is for a single player on offense, referred to as a "raider", to run into the opposing team's half of the court, touch out as many of their players as possible, and return to their own half of the court, all without being tackled by the defenders in 30 seconds. Points are scored for each player tagged by the raider, while the opposing team earns a point for stopping the raider. Players are taken out of the game if they are touched or tackled, but return to the game after each point scored by their team from a tag or tackle.

20) Kho Kho

Kho kho is a traditional South Asian sport that dates to ancient India. It is the second-most popular traditional tag game in the Indian subcontinent after kabaddi. Kho kho is played on a rectangular court with a central lane connecting two poles which are at either end of the court.

21) Tug of War

Tug of war is a sport that pits two teams against each other in a test of strength: teams pull on opposite ends of a rope, with the goal being to bring the rope a certain distance in one direction against the force of the opposing team's pull.

22) Chaturanga

Chaturanga is an ancient Indian strategy board game. It is first known from India around the seventh century AD. While there is some uncertainty, the prevailing view among chess historians is that chaturanga is the common ancestor of the board games chess, xiangqi (Chinese), janggi (Korean), shogi (Japanese), sittuyin (Burmese), makruk (Thai), ouk chatrang (Cambodian) and modern Indian chess. It was adopted as chatrang (shatranj) in Sassanid Persia, which in turn was the form of chess brought to late-medieval Europe.

23) Dog & the bone

Lee Ranchod and Maria Ranchod established Dog & Bone in 2012.[2] In 2013, the company released the world's first topless direct touchscreen waterproof smartphone case, the patented Wetsuit. In January 2014, the company announced a wireless charging smartphone case with a replaceable battery module at the International Consumer Electronics Show (CES) in Las Vegas, the Backbone Wireless Charging Case. The Backbone was awarded a Good Design Award in May 2014 in the Consumer Electronics category. At International CES in 2015, Dog & Bone previewed the first patented keyless Bluetooth padlock, the LockSmart, to the public.

In early 2015, the company acquired a capital raising of AUD \$2.0 million by way of a convertible note to private investors. In 2016, Dog & Bone announced a TSA-approved, Bluetooth connected luggage lock at the International CES in Las Vegas.

24) Tennikoit

“Tennikoit, also called Ring tennis, a sport played on a tennis-style court, with a circular rubber ring (Tennikoit Ring) hurled over a net

separating the two players, with each endeavouring to catch and return the hurled ring into the opponent’s court.

Tennikoit is a game played by two teams or two players on a playing court measuring 12.2 X 5.5 M. The playing court is divided into two equal courts by a Centre Line.

Each individual (or double) tries to score 21 points in order to be declared a winner, but the winner must maintain a lead of two points over the opponent to win. A game consists of 3 sets of 21 points; the winner of 2 sets wins the match. However, a time limit of 30 minute is in place per set.”

25) Kaddi Piniyo Aata

Kaddi Piniyo Aata is traditional Game of Karnataka, played at villages for stateric enanhacement all participants should have same type of stick in their hand , first they need to bend and throw the stick to decide who is out, shortest distance participant is out and he need to catch all other participants . otehr partipants need to move the stick.

26) Bootle race

Bootle race is a mind game, two team members shifting the bottle to each block by running and those who completed he /she will win.

27) Sundarikk Pottu Kuttu

Sundarikku Oru Pottu" is an innovative and hilarious game. In this game the participant is first blindfolded and turned around a few times by the conductor so as to disorient him before he is allowed to walk around. The objective of the game is that the participant will have to locate the face of "Sundari"

28) Kilithattu Kathiputti

Also known as ‘Thattukali’, the traditional game of Kilithattu Kali is slowly losing its popularity. The game, which starts in the morning and extends into the late hours of the day, comes with a sense of nostalgia. Kilithattu is drawn on the ground in a large rectangular shape and further divided into two equal parts lengthwise. It is then divided into five boxes across. The game is played as a team of two with each team containing five people. One of the players is referred to as the ‘Kili’ who will act as a referee. The ‘Kili’ will stand at the front of the field and the rest of the team members are required to stand at the back of the box.

29) Target Ring

Target games are those in which players send an object (such as a ball or dart) towards a target area. Sometimes this may also involve avoiding obstacles, defending, guarding, or

blocking the path of the opposition's ball to stop them from scoring. Target games come in two forms.

30) Chain Tag

In catching games someone has to be 'it' and try to catch or tag the others. There are lots of ways to play. You don't need any special equipment, just a lot of space. As few as two people can play, or up to 20. Here are three ways to play.

31) Three Legged Run

A three-legged race is a running event where two people run together with one person's left leg tied to the other person's right leg. The goal is to beat other pairs to the finish line.

32)Kokla chhapaki

This game has its origins in Punjab, also known as the Drop the Handkerchief game in other parts of the world. One player starts the game, while the others sit on the ground forming a circle. The first player runs around this circle with the handkerchief and drops it behind any one in the circle. This person now picks up the handkerchief and chases the first player, who tries to occupy the vacant spot in the circle before being caught.

Performances:

“Kalaripayattu

Kalaripayattu, one of the oldest and most sophisticated martial arts in the world, originated in Kerala. The entire body is massaged with oil at the start of the workout to make it flexible and agile. The art form also has feats like chattom (jumping), ottam (running), and marichil (somersault). Also, there are tutorials on how to use swords, daggers, spears, mace, and bows and arrows. “

Malla Khamba

‘Malla’ means wrestling and ‘khamb’ translates to pole. Together, mallakhamb means wrestling on a pole. Wrestlers and warriors used to use the pole as a training tool to perfect martial arts moves which they could later use on opponents in the ring or the battlefield. The rules of mallakhamb are fairly simple and similar to gymnastics. Participants must perform acrobatic feats with a vertical pole or rope as the prop and judges award points based on how well they executed the moves.

Thang-Ta

Thang Ta, or “”The Art of the Sword and Spear,”” is the indigenous martial art of Manipur in North Eastern India. It combines the internal practice of physical control through delicate motions timed with the rhythms of breathing with a variety of exterior weapons—the sword, spear, dagger, etc. It is a part of Manipur’s rich heroic tradition.

Dollu Kunitha (Drum Dance)

Dollu Kunitha is a traditional dance form in Karnataka. Dollu Kunitha is high on energy and performed all over the state during major festivals and celebrations. It is a popular folk dance

associated with the worship of Sree Beeralingeswara who is considered as a form of Lord Shiva, originated in the rituals of the Kuruba Gowda community of North Karnataka.



-  Entryway
-  Exitway
-  Roadway
-  Sougandhika
-  Gazebos
-  Playground



Board Games



Indoor Games



Field Games



Pottery



Product Stalls



Sougandhika

1. Chowka Bhara
2. Sack race
3. Pot Hitting
4. Kaddi Piniyo Aata
5. Bootle race
6. Sundarikk Pottu Kuttu
7. Chain Tag
8. Kokla Chhapaki



Board Games



Indoor Games



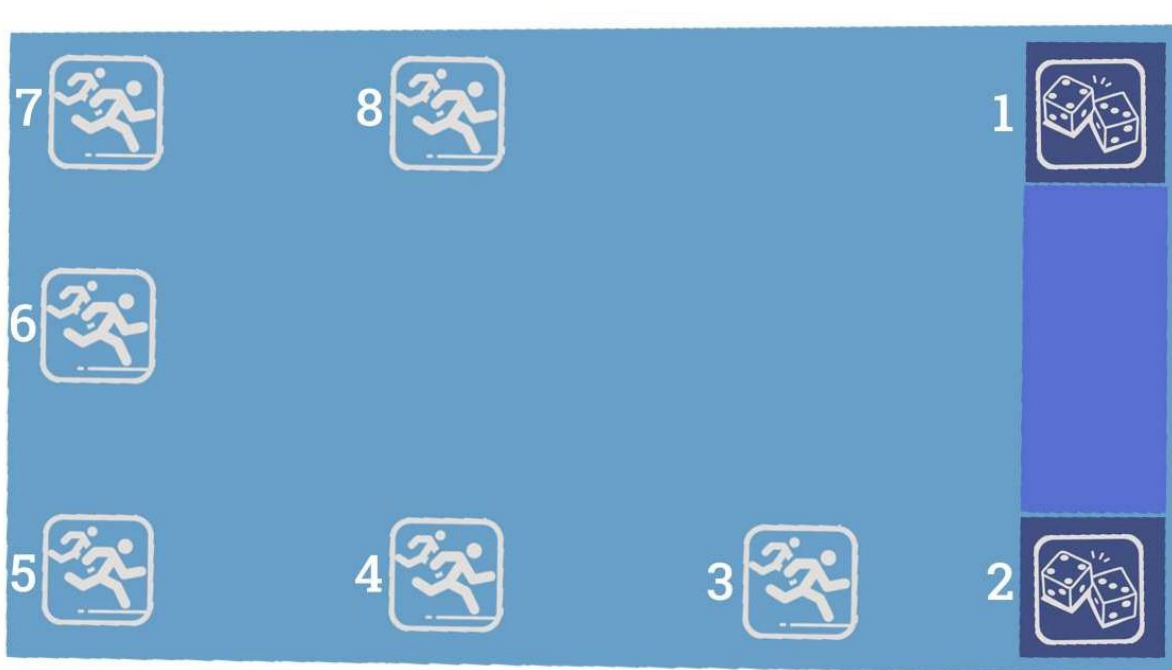
Field Games



Pottery



Product Stalls



Play Ground

1. Gilli Danda
2. Three Legged Run
3. Dog & the bone
4. Insuknawr (Donne Tallu)
5. Kho Kho
6. Kabaddi
7. Lagori.
8. Kunte Bille
9. Tug of War
10. Archery
11. Goli
12. Buguri / Lattoo
13. Tennikoit

11



12



13



Bullock Cart Track

5



4



3



2



1



6



7



8



9



10



Bullock Cart Track

Bengaluru, India



Khel Khoj

Game Lane:

1. Tower of Brahma/Hanoi
2. Nooran Kuchi
3. Ali Guli Mane
4. Kuntata / Langadi
5. Hoop Rolling
6. Pagade
7. Adu Huli Aata (Tiger & Goat)
8. Chaturanga
9. Naaku Kallu Aata
10. Target Ring



Board Games



Indoor Games



Field Games



Pottery



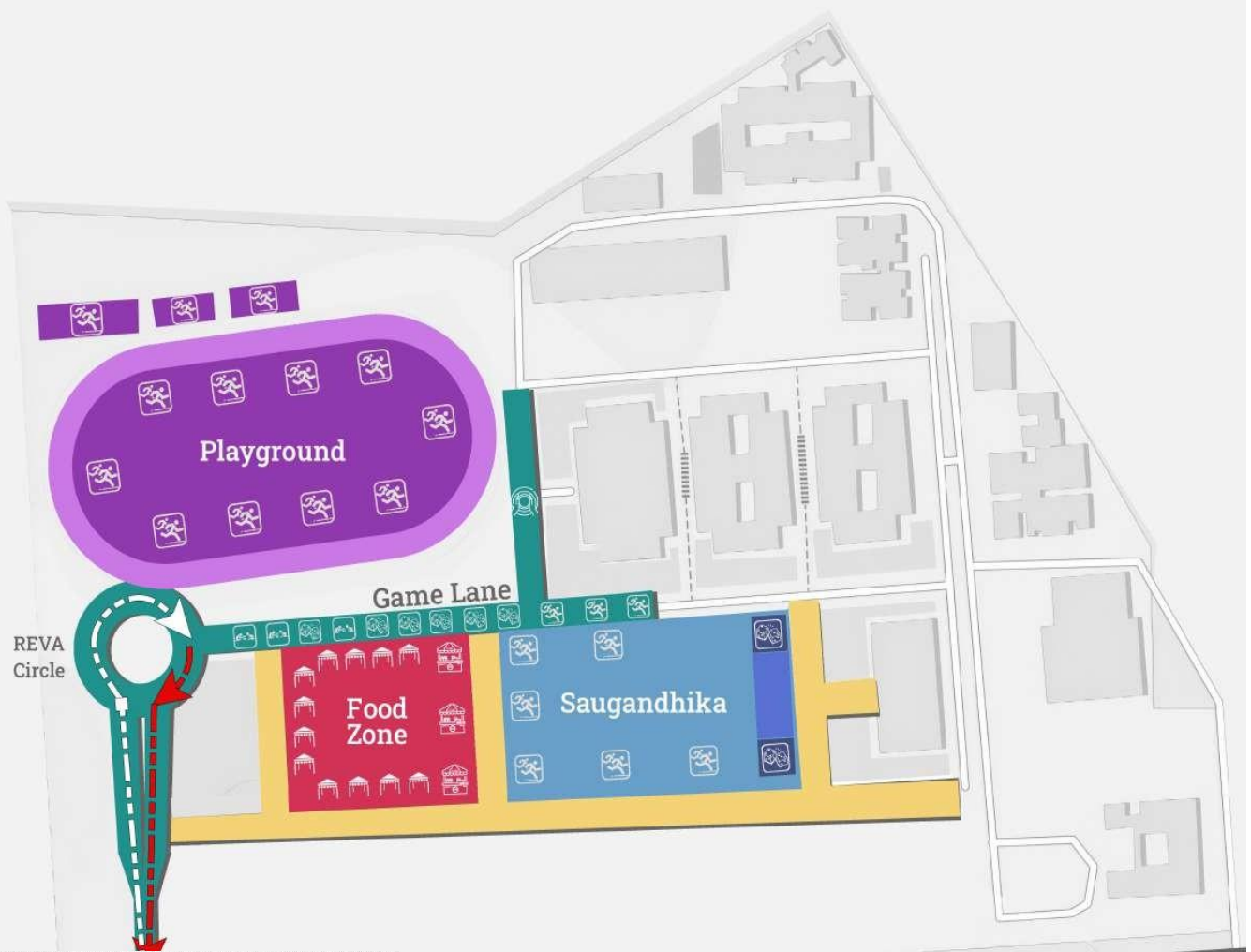
Product Stalls



REVA
UNIVERSITY
Bengaluru, India



Khel
Khoj










Unleashing the traditional spirit

A celebration of Indian Indigenous games




Exciting performances such as
Dollu Kunitha, Malla Khamba & Silambam

Showcasing over
30+
Indigenous Games

SCAN TO KNOW MORE



#MyKhelKhoj Contest

Win prizes by capturing reels and photos of your best moments at Khel Khoj playing your favourite games on REVA Campus

April 12th, 2025 | 10:00 AM Onwards | REVA University campus

+919845403168 | +919980985677 | +919731708664



Khel Khoj REVA UNIVERSITY NAAC GRADE A+

Prizes

- 1st Prize - Wireless Headphones worth Rs. 5000
- 2nd Prize - Smartwatch worth Rs. 3000
- 3rd Prize - Bluetooth Speaker worth Rs. 2000
- 7 Lucky Winners - Earpods worth Rs. 1000

Khel Khoj REVA UNIVERSITY NAAC GRADE A+

Rules

- The last date to apply for #MyKhelKhoj Contest is April 13, 2025
- Exclusively for current REVA University students
- Entries must be submitted via Instagram
- Collaborate with @revauniversity, official in your post
- The entry with the highest engagement (likes, shares, and comments) will be declared the winner



Khel Khoj - 2025
Unleashing the traditional spirit
A celebration of Indian Indigenous Games

Showing over **30+** Indigenous Games

Sri. Shree Harsha
Indian Singer

Logisys Narayana MAATRU PRATIDITANA

Khel Khoj - 2025
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Padma Shri Awardee
Sri. K. Y Venkatesh
Indian Para-Athlete & Shot Putter
Bangalore

Logisys Narayana MAATRU PRATIDITANA



April 12, 2025 | 10:00 AM Onwards | REVA University Campus

April 12, 2025 | 10:00 AM Onwards | REVA University Campus



ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದಲ್ಲಿ ದೇಸಿ ಕ್ರೀಡೆಗಳ ಉತ್ಸವ



ರೇವಾ ವಿವಿ ಆಯೋಜಿಸಿದ್ದ 'ಬೇಲ್ ಬೋಟ್' ಸಲ್ಲಿ ಕೆ.ವೈ. ವೆಂಕಟೇಶ್, ಡಾ.ಸಂಜಯ್ ಚಿಟ್ಟೀಸ್, ಡಾ. ನಾರಾಯಣಸ್ವಾಮಿ ಇತರರಿದ್ದರು. ಬೆಂಗಳೂರು: ಪರಂಪರಾಗತ ಕ್ರೀಡೆಗಳಿಗೆ ದೇಶ ಹೆಚ್ಚು ಪ್ರಸಿದ್ಧವಾಗಿದ್ದು, ದೇಸಿ ಕ್ರೀಡೆಗಳಿಗೆ ಹೆಚ್ಚಿನ ಮಹತ್ವ ನೀಡುವ ಅಭ್ಯರ್ಥನೆಯಿಂದ ಎಂದು 'ಪದ್ಮ ಕ್ರೀಡೆ' ಪ್ರಾರಂಭ ಕ ಛಾರತೀಯ ಪ್ಯಾರಾ ಅಥ್ಲೀಟ್ ಕೆ.ವೈ. ವೆಂಕಟೇಶ್ ಹೇಳಿದ್ದಾರೆ. ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದ ಆಯೋಜಿಸಿದ್ದ 'ಬೇಲ್ ಬೋಟ್-2025' ದೇಸಿ ಕ್ರೀಡೆಗಳ ಉತ್ಸವ ಉದ್ಘಾಟನೆ ಮಾಡಿದರು. ದೇಸಿ ಕ್ರೀಡೆಗಳು ಹಳ್ಳಿ ಭಾಗದಲ್ಲಿ ಹೆಚ್ಚು ಪ್ರಚಲಿತದಲ್ಲಿವೆ. ನಗರ ಪ್ರದೇಶಗಳಲ್ಲಿ ಅವುಗಳ ಮಹತ್ವ ಮಾಸುತ್ತಿದೆ. ಕ್ರೀಡೆಗಳು ಕೇವಲ ಮನರಂಜನೆಗಾಗಿ ಮಾತ್ರವಲ್ಲ, ಅಪ್ಪ ದೇಶ- ಮನಸ್ಸುಗಳನ್ನು ಸಮತೋಲನಗೊಳಿಸುವಲ್ಲಿ ಬಹು ಮಹತ್ವದ ಪಾತ್ರವಹಿಸುತ್ತವೆ. ಹೀಗಾಗಿ ವಿಶೇಷವಾಗಿ ಎಲ್ಲ ವಿವಿಗಳು ಈ ಬಗೆಯ ಉತ್ಸವಗಳನ್ನು ಆಯೋಜಿಸಬೇಕು ಎಂದು ಸಲಹೆ ನೀಡಿದರು.

ಸಾಂಪ್ರದಾಯಿಕ ತೈಲ ಉದ್ಘಾಟನೆ
ಬೇಲ್ ಬೋಟ್ ಛಾರತದ ಸಾಂಪ್ರದಾಯಿಕ ಕ್ರೀಡೆಗಳ ಉತ್ಸವವಾದ್ದರಿಂದ ಛಾರತದ ಸಂಸ್ಕೃತಿ ಪ್ರತಿಪಾದಿಸುವ ಎಲ್ಲ ಅಂಶಗಳ ಉತ್ಸವದ ಭಾಗವಾಗಿ ರೂಪಿಸಲಾಗಿತ್ತು. ಈ ಉತ್ಸವವನ್ನು ನಗರ ಬಾರಿಸುವ ಮೂಲಕ ಉದ್ಘಾಟಿಸಿದ್ದು ವಿಶೇಷವಾಗಿತ್ತು.

ಹೊಡೆ ಗಾಂಕೆ ನಮ್ಮೆಲ್ಲರ ಮೇಲಿದೆ. ನಮ್ಮ ದೇಸಿ ಸಂಸ್ಕೃತಿಯನ್ನು ಒಳ್ಳೆಯ ರೀತಿಯಲ್ಲಿ ಅಭ್ಯಾಸಿಸುವ, ಗೌರವಿಸುವ ಹಾಗೂ ಮುಂದುವರಿಸಿಕೊಂಡು ಹೋಗುವ ಕೆಲಸ ಆಗಬೇಕಿದೆ ಎಂದರು. ಸಂಗೀತ ಮತ್ತು ಕ್ರೀಡೆಯ ಸಂಬಂಧದ ಬಗ್ಗೆ ವಿಶ್ಲೇಷಿಸಿದ ಅವರು, ಯೋಜನೆ ಎಂಬುದು ಒಂದು ಕ್ರೀಡೆ ಇದ್ದಂತೆ. ಯೋಜಿಸಿದಂತೆ ತಮ್ಮ ಮಿದುಳು ಕ್ರಿಯಾತ್ಮಕವಾಗುತ್ತದೆ. ಹಾಗೆಯೇ ಸಂಗೀತವೆಂಬುದು ಯೋಜನೆಯ ಆಧಾರ ದಲ್ಲಿ ನಡೆಯುವ ಪ್ರಕ್ರಿಯೆ. ಹೀಗಾಗಿ ಸಂಗೀತವೂ ಕೂಡ ಒಂದು ಬಗೆಯ ಕ್ರೀಡೆಯೇ ಸರಿ ಎಂದು ಹೇಳಿದರು. ರೇವಾ ವಿವಿ ಕುಲಪತಿ ಡಾ.ಸಂಜಯ್ ಆರ್. ಚಿಟ್ಟೀಸ್, ಕುಲಸಚಿವ ರಿಣಿಸ್ವಾರ್ ಡಾ.ಕೆ.ಎಸ್. ನಾರಾಯಣಸ್ವಾಮಿ, ಕುಲಸಚಿವ (ಮೌಲ್ಯಮಾಪನ) ಡಾ.ಜಿ. ಬೀನಾ ಉಪಸ್ಥಿತರಿದ್ದರು.

ದೇಸಿ ಆಟವಾಡಿ ಸಂಭ್ರಮಿಸಿದ ವಿದ್ಯಾರ್ಥಿಗಳು

ರೇವಾ ವಿವಿಯಲ್ಲಿ ನಡೆದ ಮೂರನೇ ಆವೃತ್ತಿಯ ಬೇಲ್ ಬೋಟ್ ದೇಸಿ ಆಟಗಳ ಉತ್ಸವ

■ ಉರಿಯಾಲಸಮಾಲಾರ

ಬೆಂಗಳೂರು: ದಾಧಾನಿ ದೇಗುಲದ ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದ ಆವರಣದಲ್ಲಿ ಬೇವಾರ ನಡೆದ ಮೂರನೇ ಆವೃತ್ತಿಯ 'ಬೇಲ್ ಬೋಟ್' ದೇಸಿ ಆಟಗಳ ಉತ್ಸವದಲ್ಲಿ ಕಾಲೇಜು ವಿದ್ಯಾರ್ಥಿಗಳು ಉತ್ಸಾಹದಿಂದ ಪಾಲ್ಗೊಂಡು ಸಂಭ್ರಮಿಸಿದರು. ಲೋಕಾರ್ಪಣೆಗೈದರು. (ದೊಡ್ಡ ಮನೆ), ಮುಳ್ಳು ಸೇರಿದಂತೆ ವಿವಿಧ ದೇಸಿ ಆಟಗಳಲ್ಲಿ ಭಾಗವಹಿಸಿ ಮೆಚ್ಚುಗೆಯನ್ನು ಪಡೆದರು.



ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದ ಆವರಣದಲ್ಲಿ ಬೇವಾರ ನಡೆದ ಮೂರನೇ ಆವೃತ್ತಿಯ 'ಬೇಲ್ ಬೋಟ್' ದೇಸಿ ಆಟಗಳ ಉತ್ಸವದಲ್ಲಿ ಪದ್ಮಶ್ರೀ ಕೆ.ವೈ. ವೆಂಕಟೇಶ್ ಅವರನ್ನು ಸನ್ಮಾನಿಸಲಾಯಿತು. ಸಂದರ್ಭದಲ್ಲಿ ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದ ದೇಸಿ ಆಟಗಳನ್ನು ಪೋಷಿಸುವ ಬಹುಮುಖ್ಯ ಈ ಮೂರು ಸಮಗ ಉದ್ದೇಶದಿಂದ ಬೇಲ್ ಬೋಟ್ ಸಂಸ್ಥಾಪಕ ಕೆಲಸದಲ್ಲಿ ಇಂತಹ ಆವರಣವಾದ ಕಾರ್ಯಕ್ರಮ ಒಪ್ಪಿಕೊಂಡಿರುವ ರೇವಾ ವಿವಿಯ ನೆಮಗಿ ಸಂಸ್ಥಾಪಕ ಕೆಲಸದಲ್ಲಿ ಗಾಯಕ ಶ್ರೀಹರ್ಷ ಮಾತನಾಡಿ, ಸಂಗೀತ ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದ ಕುಲಪತಿ

ಡಾ.ಪಿ.ಪ್ರಾಜ್ ರಾಜು ಮಾತನಾಡಿ, ನಮ್ಮ ವಿವಿಯಿಂದ ಬೇಲ್ ಬೋಟ್ ಕಾರ್ಯಕ್ರಮವನ್ನು ನಡೆಸಿ ಮೂರು ವರ್ಷಗಳಿಂದ ಆಯೋಜಿಸಲಾಗುತ್ತಿದೆ. ಇದರಲ್ಲಿ ಸೂದಾರು ವಿದ್ಯಾರ್ಥಿಗಳು ಭಾಗವಹಿಸಿ ತಮ್ಮ ಪ್ರತಿಭೆಯನ್ನು ಅನಾವರಣಗೊಳಿಸಿದ್ದಾರೆ. ದೇಸಿ ಆಟಗಳನ್ನು ನಗರ ಪ್ರದೇಶದ ವ್ಯಕ್ತಿಗಳು ಮೆಚ್ಚಿದ್ದಾರೆ. ಹೀಗಾಗಿ ಅವರಲ್ಲಿ ದೇಸಿಯ ಆಟವನ್ನು ಪರಿಚಯಿಸಿ ಮೂಲಕ ಕ್ರೀಡಾ ಮನೋಭಾವವನ್ನು ಹೆಚ್ಚಿಸಲಾಗುತ್ತಿದೆ ಎಂದು ತಿಳಿಸಿದರು. ಇದೇ ವೇಳೆ ಪದ್ಮಶ್ರೀ ಕೆ.ವೈ. ವೆಂಕಟೇಶ್ ಅವರನ್ನು ಸನ್ಮಾನಿಸಲಾಯಿತು. ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದ ಉಪಕುಲಪತಿ ಉಮೇಶ್‌ಎಸ್.ರಾಜುಮಾತನಾಡಿದರು. ಡಾ.ಸಂಜಯ್ ಆರ್. ಚಿಟ್ಟೀಸ್, ಕುಲಸಚಿವ ಡಾ.ಕೆ.ಎಸ್.ನಾರಾಯಣಸ್ವಾಮಿ, ಕುಲಸಚಿವ ರಿಣಿಸ್ವಾರ್ ಡಾ.ಜಿ. ಬೀನಾ ಚಿ ಸೇರಿದಂತೆ ಮತ್ತಿತರರು ಪಾಲ್ಗೊಂಡರು.



ಪ್ಯಾರಾ ಅಥ್ಲೀಟ್ ವೆಂಕಟೇಶ್‌ಗೆ ಸನ್ಮಾನ

ರೇವಾ ವಿಶ್ವವಿದ್ಯಾಲಯದಲ್ಲಿ ನಡೆದ 'ಬೇಲ್ ಬೋಟ್-2025' ದೇಸಿ ಕ್ರೀಡೆ ಉತ್ಸವದಲ್ಲಿ ಪದ್ಮಶ್ರೀ ಪ್ರಶಸ್ತಿ ಪುರಸ್ಕೃತ ಭಾರತೀಯ ಪ್ಯಾರಾ ಅಥ್ಲೀಟ್ ಕೆ.ವೈ. ವೆಂಕಟೇಶ್ ಅವರನ್ನು ಸನ್ಮಾನಿಸಲಾಯಿತು. ಕಾರ್ಯಕ್ರಮದಲ್ಲಿ ವಿವಿ ಕುಲಪತಿ ಡಾ.ಸಂಜಯ್ ಆರ್. ಚಿಟ್ಟೀಸ್, ಕುಲಸಚಿವ ಡಾ.ಕೆ.ಎಸ್. ನಾರಾಯಣಸ್ವಾಮಿ ಮತ್ತು ಮೌಲ್ಯಮಾಪನ ವಿಭಾಗದ ಕುಲಸಚಿವ ಡಾ.ಜಿ. ಬೀನಾ ಉಪಸ್ಥಿತರಿದ್ದರು.



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Feedback from Students

The enthusiasm and engagement levels were notably high. For instance, in the Nooran Kuchi game organized by the School of ECE, 184 participants competed, with top performers being:

- **Nandish (ECE)** – 620 points
- **Deekshith (CSE)** – 540 points
- **Nagaraj (CSE)** – 460 points

Broader Student Experiences at REVA University

Beyond Khel Khoj, students at REVA University have shared positive experiences regarding the institution's support for sports and extracurricular activities. For example, Tushar Suveer, a professional badminton player, expressed gratitude for the 100% scholarship and the comprehensive support provided by the university, which enabled him to excel both academically and in sports.

Khel Khoj transformed the REVA University campus into a vibrant arena showcasing over 35 traditional games from various Indian states. The event featured performances of ancient martial arts like Kalaripayattu, Malla Khamba, and Thang-Ta, drawing attention to India's diverse cultural tapestry. Students from different schools within the university actively participated, each presenting two indigenous games, complete with historical context, values, and demonstrations. For instance, the School of Allied Health Sciences showcased games like Cowrie Khel and Top Spinning, which evoked nostalgia among participants and highlighted the importance of preserving such traditional pastimes.

□ **Basanth Kumar V** (B.Com. Hons., Batch of 2025): "reflect the university's commitment to providing a holistic educational environment that balances academics with extracurricular activities.

□ **Ruth Nengpilhing Sitlhou** (BBA Entrepreneurship, Batch of 2025): Emphasized the importance of a supportive friend group in enhancing the college experience.

□ **Aritro Gangopadhyay** (B.Sc., Batch of 2025): Praised the university's infrastructure and highlighted the availability of various sports facilities

Student list

[06. Students Contact Report-2024-11-07-15-04-01.xlsx](#)

Coordinators:

Dr Deepak C S, Director, Department of Physical Education and Sports

Dr. Madhu B P, NSS Programme Coordinator, REVA University

Dr Mune Gowda, NCC Coordinator, REVA University

Prof. Jayachandra, Head , Students Affairs, REVA University