

CONCLUSION:

The thesis titled “*Traditional Games, Sports, and Amusements in twentieth-century North Bengal: A historical Perspective*” has been aimed merely to state the sports and games played in North Bengal in the twentieth century but to categorically point out how the games and sports practiced in North Bengal reflect its culture and contribution to the life of the Rajbangsi’s and how the Rajbangsi sports and games contributed to the section of people in North Bengal known as Rajbangsi’s. The study intends to point out the social life of the people of Rajbangsi and how its unique tradition contributed to the people of North Bengal, comprised of various ethnic groups and living in the region through the ages.

The present thesis proposes to examine and study the genesis of such traditional games. Thus games were closely associated with the land of North Bengal from a historical perspective. However, some alternations were done while playing in southern Bengal. However, the state taking the initiative to pressure the original traits of these games, the study also intends to view the historical problem point of view and trying to find the role. The study will also adopt the sociological aspect, trying to find the role these games played in creating an identity of specific communities of the region. This work intends to project popular games and sports and their impact on different spheres of life today. To do this, the researcher decided to work in a parallel and contingent way, studying the different aspects of games, both general and specific, not even forgetting a section dedicated to present the ideas and projects that can be used for the diffusion and the rediscovery of forgotten popular games.

Social life cannot remain unchanged as every current of change, be it political, social, or demographical, contribute unknowingly to the life and thinking of people. So, the study not only discusses games and sports but with equal importance delineated the factors that contributed to the shaping of the life of the people. While the researcher stresses the games and sports, he had to go beyond the region and look to the other colonial nations, and in support of his content, the researcher had to take a glimpse of those international organizations that are working their brains to form policies that will help the nations to retain their cultural heritage and at the same time make those useful for today's mechanical world. A world most sophisticated and technically advanced and mentions what they think of traditional games and sports and what important influences they leave on the history of human races. Hofstede (1984) rightly points out; culture is the collective programming of the mind that distinguishes the members of one group or category of the people from another. This mental programming starts within the family, continues within the neighborhood, at school, society, and the community throughout their lifetime, which contributes to the overall socialization process of the people.

The word twentieth century, therefore, is not very specific. At a time, my discussion seems to go beyond every content, but that is not random but to render concrete support to my discussion. Thus the games and sports of Rajbangsi's need not be considered an attempt to segregate Rajbangsi's but to focus its contribution to the nation as a whole. India is, as Professor Smith says, an "*anthropological museum*", and to understand, we must emphasize each race that contributed to the growth of India as a nation. My attempt, therefore, is to preserve every minor 'specimen' and to contribute to the '*Anthropological museum.*'

Traditional games and sports cultivate local and regional customs and strengthen the sense of national belonging. Locally or regionally rooted traditional games and sports encourage exchanges between districts, citizenship, and regions and perpetuate a sense of cultural identity by providing marks of roots and reference. In this thesis, we outline the traditional games and sports of North Bengal. North Bengal has quite a several traditional games and sports which are played mostly by kids but still are desired by other people of any age since it just reminds them of their childhood days. These are fun to play with. Though with the advent of computer or video games and of late mobile games, kids prefer to spend their time indoors, still these games are very popular. The stunning difference between the games played in the previous and present generation clearly shows that we have almost forgotten most of our valuable traditional games.

In concluding my thesis, Researcher have not only taken a long lingering look at the past and evaluated how the sports, games, and amusement in North Bengal made his safe journey from the ninetieth to the twentieth century. The content of this research will certainly pave the way for others to explore the field and contribute to helping the sports organizers to formulate more effective policies for the games and sports that would be more effective and useful for the people of the twenty-first century.

In the subject matter of global history of sports and games there have some indigenous and migratory games, how they originate under geographical and environmental condition and how they emerge as a part of leisure, vanished and replaced traditional games of India under colonial conditions, focusing of north Bengal, there have some games are dominated by region , some are common to Bengal and few are typical to north Bengal, which traditional games are played by which

social, cultural, gender and ethnic groups, some games played for cultural practice and some played for amusement, gender implication plays grate role, since the work of twentieth century which certain traditional sports and games are vanished and under which historical circumstances traditional games are designed with political objectives under which political circumstances, above all these topics are briefly mentioned in the first chapter and elaborately discussed in others chapter and research question, hypothesis, objectives, methodology, significance of the study, suggestions of the study, and review of the literature also mentioned in **chapter one**.

In the **second chapter** is an attempt to discuss the features of games in a general context and their significance in society. The study of the scholars is available in the field and gives a comprehensive account of the game theories, as well as different genres of games, based on its game plan, covering physical and mental involvement. To assert its role in the sports culture of North Bengal, the researcher overview North Bengal's traditional games and sports supported by ample examples. Moreover, along with it, the Researcher focused on different contextual functions of the games referring to in the context of the purpose. To a large extent, the literature survey and the field study added to the chapter to support the content in the later chapters.

In **chapter three**, Researcher have discussed dynamic aspects of sports and games, sharing their functional dynamics and try to reflect how those games and sports justified hosted observations in 1984 and from that angle. The chapter assesses the traditional games and sports how led to the education and cultural unifications in North Bengal. In chapter three, thus researcher necessarily discussed the historical perspective of how various local games played in North Bengal and how with time. There were changes in the mode of the games and gradually got more discipline. That

is the game technically converted into sports but having roots in origin. In this context, we have seen the commonness of games played in different countries by varied races, which don't differ much in spirit and even in forms. Thus folklore, played as referred to in different places, is no exception from the game *Teesta Buri Khela*, *Madan Kam Khela*. In the case of other divisions, we can safely quote *Danguli*, *Guli*, *Kith Kith*, *Dariabanda*, *Gollachut* naturally comes under the definition of above mention historians and sociologists. So to conclude, this chapter certainly would be meaningful in the context of this thesis, and traditional Games, Sports, and amusements may be regarded as an important feature of Socio-Cultural life in North Bengal.

However it is an admitted fact that our discussion, to make fruitful need a look beyond the picture of the traditional games and sports not only from the regional point of view but North Bengal being an important region both Politically and Economically, Researcher had to go beyond the region and cover the sports and games as evolved in the context of India and draw references from other states too. So far, the researcher discussed the various games played in the North Bengal region. The researcher intends to focus on how the game reflected the culture of the region. The lifestyle of the people generally developed according to the natural atmosphere of the region. Researcher find how the unsophisticated simple lifestyle of the people reflected in the simple mode of games played in the region. However, the researcher intends to reflect the struggle against the natural forces, the insecurity, and intergroup clashes contributed to reflect the evolution of the culture of the Rajbangsi's, their effort to synthesis among the various races in the region their undauntedly fight against the natural calamities, interracial clashes, received impetus from the games and sports practiced the region.

The sports, games, and amusements helped the people to keep their physical strength, and they devise various games including prayer, worship of nature god and simple physical fits and competitive spirit as the proverb says “*survival of the fittest*” so this chapter is important from the viewpoint of the content of my project however the Rajbangsi’s largely settle mainly in Coochbehar, Jalpaiguri, Dinajpur districts. Thus we find due to the regional influences; they existed in the same different manner and moods of such celebration though the spirit remains the same. So, one may rightly conclude that the need for discussing sports and games practice in North Bengal is a historical necessity which, as a researcher, tries to establish. Therefore, we can say that games of chance and amusements tend to occur in situations where benevolence and coercion by God’s spirits are perceived to be high and aggression by Gods and spirits is perceived above. In the annexure Researcher mention above fifty traditional games that would highlight the content of my thesis. Information about these games was collected from field visits and personal childhood experiences. The described games were chosen from those which were most popular among the children. It should be marked that some of these games are also played in other states of India with minor alterations in the game format, and some of these games and sports are played by adults as well.

Chapter four has been focused on the origin of traditional games of North Bengal and discusses the socio-cultural significance of such games. It deals with one of the core hypotheses of the study that games should not be considered in them and hence, has the power to reflect different phases of the societies in which they are carried on. From this point of view, games may be considered as a prism through which the age-old norms of a given society can be reviewed. The notion that

traditional games mirror real-life situations is the result of long ethnographic research by western scholars.

However, it's not so easy to find out the original social context of a game; because games are one of the most archaic features that accompany human civilization. The huge gap in time and space makes the origin of the game more confusing. The only thing that can be helpful to know their origin is the games themselves. Through analyzing and scrutinizing these games minutely, we can arrive at their original socio-cultural and sacred background. In this study, an attempt has been made to examine a few of North Bengal's traditional games to trace their original functional significance as far as traceable.

It is evident that sport, explicitly in this age of increased participation, holds many meanings for its participants as well as having a significant impact on our society. Thus it is obvious that the researcher would like to discuss more critically the link between play, sports games, and culture, it shows how they are not only interlinked with one another, but they jointly contribute to shaping the growth of the region in particular and society in general.

When the British came to India with their new model of economic, educational, and cultural norms. In Bengal, an important urban center like Calcutta was purposely selected by them for trade and commerce. The new city Calcutta in Bengal, as introduced by the British, had its influence on the traditional pattern of recreation, including traditional games, sports, and own operations. This may be defined as new types of induced institutionalized games that innovate to a large extent the passive non-induced games and sports of the earlier era. Sports and games as cultural traits, particularly in North Bengal, have certain tangible elements. One of these is the

utilization of respite, which had its origin and growth in the infancy of agrarian-economy of the Pre-British India. In British India, many traditional games were popular in rural North Bengal. Those games were the main origin of recreation for many boys and girls as well as adult males and females of rural North Bengal. The informal folk games in the rural culture were marked by a scarcity of institutionalization contact. These traditional folk games as pastime recreation have been played by specific communities within the narrow cultural circles of the rural societies of North Bengal in particular for a long time. The courage of those traditional games was mere satisfaction as recreational activities. The participants only got the pleasure while, in general, there was no special role for recreation leaders and spectators, and thus it worked as a method without reciprocation or encouragement.

During the British regime in India, Bengal was ahead in all types of revolutionary activity, much influenced by different elements of the then Bengalis society. Those elements were the impressions of some great thinkers or philosophers, the impact of Akhara, Bratachari and revolutionary activities, influence of indigenous rural games, great clubs, and other physical activities of North Bengal regarding the physical culture of the Bengali peoples. Bengali's physical culture was very much influenced by revolutionary operations of clubs or Akharas, and at the same time, it's proper to mention that in rural North Bengal, there was great storage of traditional games. In British India, Bengali people were very much fond of indigenous rural games and sports as well as Bratachari dance and activities.

In the rural areas of North Bengal, some indigenous or folk patterns and some borrowed patterns of games are played by the children and youths. The borrowed games are mostly Western in origin as introduced by the British in Calcutta and came into the villages by culture- contact. Both categories of games are played side by side,

but it is worth mentioning here that frequencies of borrowed modern games are large in the surrounding villages of an urban spot, and it decreases in the interior villages. This is due to the fact of physical and cultural communication and hence, the degree of urbanization. Those traditional folk games are far less formal than modern urban games. The rules of them are relatively simple, unwritten, legitimated by custom, and sometimes revised to fit the circumstances of the moment. The names and rules prevalent in one locality or village often differed sharply from those with another. Those patterns are passed from player to player in the almost pure oral tradition with no reference whatever to print and probably with negligible guidance from trainers, parents, or recreation leaders. No bureaucracies or referees' supervision is required.

So researcher would discuss how the sports and games locally organize keeping balance with the social-economic structure of the region. North Bengal in the field of sports came into the forefront in the twentieth century, but it is a fact that there were potential remains unexplored. The researcher's personal experience found that there was a dearth of sports talents among the rustics. Therefore he wants to make a comparative study of the past and present to find a direction for the future. This may have also used as a model of human interaction with unpredictable forces of nature, divination, or the quest for supernatural guidance in dealing with life exigencies. So the researcher discussion about the various aspects of games and sports. Successfully, and we can conclude that this aspect is regarded as part and parcel of the rural society and culture of North Bengal.

In light of the above discussions, we have got a fair picture of games and their deep-rooted link with society, culture, and religion. Thus as a student of history, one has to know that proper study of culture depends much on the study of games and sports practiced in a region. This thesis intends to project the racial history of various

ethnic people, emphasizing the games and sports played by the people of North Bengal through ages and how far that study would reflect the correct picture of the various races of North Bengal, especially that of Rajbangsi's, have been dealt with. So researcher discussion about the scholars of the various fields becomes necessary to conclude effectively. The researcher's initial attempt is to look back at the traditional games of the North Bengal region as it is socio-cultural like is certainly different from that of other states of India, even west Bengal.

In regards to the attempt of preservation and reuse of traditional games in some modern context, there always exists some orthodox skepticism that weather such attempt will reduce the game to some subservient roles and mummify them only for tourist attraction. However, it should be remembered that tradition is not something static. It is rather a dynamic concept constantly evolving over the ages rediscovering itself in different forms. It will be wrong to assume that traditional games are handed down to us in their original unaltered shapes. The very act of transition of these games from one age to the other introduces changes. While diffusing from time to time, a tradition cannot move of its own. It is the people involved who through their affection on participation operate as a bearer of a particular tradition from one generation to the next. In this process, they endorse it according to the need of the time and space. The suggestions of this thesis on the preservation of games have been made on the basis of such understanding.

Throughout this study it has been repeatedly asserted the most of the traditional games of north Bengal did not originate as recreational activities. With the change of time the original significance embedded in these activities faded out and the habit of imitation by the children, converted them into games. It is, therefore, suggested that no tradition can be restricted by any permanent context. The context keeps changing with

the demand of time and endorsement of the people who share it. Obviously, the modern contexts suggested by this study for the reuse of traditional games will lose its original significance after few decades and who knows, at the hand of some enthusiastic and creative child and adult, these contexts may give way for the creation of some new games and thereby validate Huizinga's thoughtful conviction that civilization arises and unfolds in and as play.

Thus despite the interplay of the inter linkages between the various historical, social and economic forces leading to the gradual waning of the popularity of the traditional games of north Bengal, it is expected that these games, with all their social, cultural, and historical significance, will be preserved as one of the state's precious historical and cultural heritage, and thereby contribute to the national and world cultural heritage, as well. Amusements is complementary of games and sports. Generally most of the games are played for the purpose of getting fun in entire north Bengal there are innumerable games which are performed on great variety of occasion as amusements as ritual. Amusements may be regarded as an important features of socio-cultural life in North Bengal. So the word amusements has kept on the title of this thesis.

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