

## The Game Tura and Its Varieties In Anatolia

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### ABSTRACT

The game Tura, which has an important place in traditional games, takes its name from a short or thick rope, about one or a half meters, called tura, which is used as a game material. One of the most important events of village weddings and special days is the game tura. With this study, it is aimed to find out how many types of tura games are played by researching the tura games traditionally played in Anatolia from the past to the present and to draw attention to these games. In this study, literature review method was used as a method. Domestic and foreign sources and documents on the subject were reviewed. The collected documents were analyzed by document review. Tura games were played under names such as vurma tura, yuvarlak tura, tura, atlı tura, daire tura, kaçma tura, ipli tura, tura kazık, kamçı, katır kazığı, köy göçtü, and depme tura. There were differences in names and rules according to regions in Tura games. As a result of the research, 11 varieties of tura games played in different regions of Turkey were found. It was determined that hit tura, escape tura and whip games are played in the least, and other varieties are not played with the effect of cultural change.

**Keywords:** Culture, Rope, Traditional Game, Casa History

### INTRODUCTION

Traditional sports and games (wrestling, javelin, horse riding, sinsin, tura, etc.) have had an important place in the formation of the culture. A large part of these games are the ones that have been played widely in wide geographies since the past and are played today.

Traditional sports and games have many features. When these sports and games are evaluated in terms of their general characteristics, it is possible to view and evaluate them from different perspectives in the historical process, although the themes of friendship, fraternity and bravery come to the fore. It is known that it is the most common activity of the time aimed at ensuring unity and cohesion, but it has important functions in ensuring social integration and is a leisure activity (Karahüseyinoğlu, 2008).

In the past, wars were based on manpower, which increased the importance of traditional sports and games. In order for the body to be ready for battle at any time, games in which strength, speed and endurance are at the forefront attracted more attention. The importance of endurance and agility in tura games increased the prevalence of these games in Anatolia.

Tura game, which is a part of Anatolian culture, takes its name from a short or thick rope, about one or one and a half meters, called tura, which is used as a game material. Tura, the game material, is used in the dictionary with the following meanings: Its origin is tuğra or dura; old knitted handkerchiefs and strap and so on used in games; playing the game tura, hitting with tura; string and sticks for hitting things like kettledrums and side drums; drum tura; whip, knitted whip; bunch, tie, bundle, a tura rope, full tura, fringe edge (Akdoğan, 2012).

Tura games played in the Anatolian geography vary in the style and rules of gameplay due to the breadth of the geography and cultural differences. Considering these differences, it was aimed to draw attention to these games by revealing the past, current situation and diversity of these games by taking the tura games played in many regions of Anatolia.

### MATERIALS AND METHODS

This study was conducted with the literature review method. Literature review: Collecting data by examining

existing sources and documents is called literature review. The literature review is performed in order to show the importance of the problem, to develop the pattern of the research and to associate the research findings with previous knowledge. The literature review helps to selectively understand the research problem and to place the research in a historical perspective (Karasar, 2005). The documents collected by the literature review method were analyzed through document analysis. With the analysis of the documents, the playing style of the tura games, the variety of the game according to the rule differences, and the names under which the games were played were revealed.

### RESULTS

**The Game Horse Tura:** The game Atlı tura is a game played on a horse in a flat area of 70 meters wide and 120 meters long. The players are divided into two groups, and each group of players chooses their own leader. These leaders are called çeribaşı. Two referees direct the game. Each player has one tura. The two referees to direct the game take their places in the center line. At the command of the referee, the players take their places by getting on their horses and taking their turas in their hands. The group that wins the drawing starts the game. The player who will start the first game from the group is determined by çeribaşı. The player determined by çeribaşı approaches the opponent players by shaking the tura in his hand and tries to hit any player. If a player hits an opponent and reaches his own starting line, the opponent stays out of play. If the player touched with the tura hits the opponent until he reaches the starting line, the player he hit is out of play and if he is unable to do so he stays out of play. The turn moves on to the other team. If the player who first starts the game fails to swing his tura and hit the opponent, he tries to reach his starting place without being hit by one of the opponent players. If hit, he stays out of play. If not hit, play is resumed by the opposing team. If the player leaves his field of play and hits the opponent with his tura, if he reaches his own starting line without being hit, the player he hit stays out of play. If the player who was hit hits the player with his tura, the player who hit stays out of play.

The player who violates the line stays out of play. If the horse or himself falls while the player is running away, that player is not hit for gentlemanship, and the game begins with the start of the fallen player or one of his friends. If the player shakes the opponent with his tura and the opponent catches the tura, the player who hits the tura pulls and brings the opponent to his playing field, the opponent is eliminated. If the player who hits the tura releases the tura, he is eliminated from the game. The players we call *çeribaşı* can be replaced with their own partners. Whatever way the tura hits the opponent's horse, the player who hits, the player who says bad words to the opponent, acts degradingly, kicks and punches the opponent, and violates the starting line three times, stays out of play (Türkmen, 2019).

**The Game Hit Tura:** It is a game played with the drums and zurna, accompanied by music that was slow at first and then accelerated later. The players are divided into two groups and they line up at a certain distance. Each group has one tura. One of the players grabs it from both ends of the tura and raises his hands, playing with the drum and zurna, reaching the opponent's line and returning to his own line again. When he approaches the opponent's line, a player from the other group comes onto the playing field and hits the running player. When the running player comes to his line, he gives the tura to another player. This time the player chasing runs away and the player who takes the tura chases (Doğan, 2013).

**The Game Escape Tura:** Players are divided into two groups. The groups line up with a distance of 60-70 meters between them. Each group has one tura. A player from any group comes to the other group area, touches one of the players with his hand and starts running quickly towards his own group. The player who is touched takes the tura and chases the running player and hits his back where he catches up. The play continues in the same way, accompanied by the drum and zurna, with the melody unique to the game tura (Özdemir, 2005).

**The Game Round Tura:** A circle with a radius of three or five meters is drawn in the middle. Three or four turas are extended into this circle, one end to the center of the circle, and the other end to the outside of the circle. Players are divided into two groups. The group that will enter the circle is determined. The group inside the circle cannot go out of the circle and cannot step on tura. He protects the tura without using his hands, by kicking (Doğan, 2010; Doğan, 2013; Doğan, 2019).

**The Game Drawstring Tura:** It is played in threshing places. A stake is driven in a middle ground. 8-10 meters of rope is tied to the driven stake. The tagger is determined by drawing or counting-out. The tagger grabs the end of the rope attached to the stake and starts to turn around the stake. The other players try to hit the tagger with the turas in their hands. The tagger tries to hit the players who hit him without leaving the rope. If he hits, the person hit becomes the tagger. The game continues in this way (Doğan, 1990).

**The Game Hiding Tura:** The players gather at the threshing floor as the drum and zurna play the game music. The ideal number of players in the game is 15 people. The players sit in a circle. The player who will be the tagger is determined by drawing or counting-out. The tagger leaves

the tura outside the circle and behind one of the players. Players check with their hands whether tura has been placed without looking behind them. The player with the tura placed behind takes the tura and chases the tagger. If he catches up, he hits, if not, the tagger sits in the place of the player who moves around and gets up. If the player does not realize that the tura is behind him, the tagger comes around and says: Get up, I'll get on your back, you didn't realize the tura behind you. He says take your punishment and rides on the back of the player sitting. He wanders once and sits down in the player's place. The tagger's turn passes to the punished player (Doğan, 1990; Aksoy, 2014).

**The Game Tura Pile 1:** It is a game played with at least seven or eight players. The more the number of players, the more enjoyable the game becomes.

The players form a circle about six meters in diameter and crouch with their faces facing the center of the circle. The player who will be the tagger and runner is determined by drawing or counting-out.

Five meters of rope and a medium-sized cushion tied at the end of the rope are used as game material. The player who is the tagger holds the cushion on the other end of the rope with his left hand, and with his right hand he shakes the cushion on the end of the rope by making a circle in the air like a lasso and tries to hit the running player. The running player hides behind the crouching players to avoid being hit, and sometimes bows down to the ground. He doesn't always hide behind the same player. Crouching players also swap places among themselves. During this relocation, if one of the players who swaps places sits in his place, the standing player runs away to avoid being hit by the tagger (Özturan, 2010).

**The Game Whip:** It is a game played between two different groups in Diyarbakır region in May. Before the game starts, the groups form a circle by lining up. At the first start of the game, 3 players from each side come to the field and they strike each other by lining up in a row. This situation is also called warm-up. Since this is the first stage of the game, wrestling does not start. Wrestling starts in Stage 4. After the warm-up situation is over, one of the group players goes to the playing field by swinging his whip. One of the players of the opposite group goes to the field in the same way and they start hitting each other with their whips. Then the players move into a wrestling position to knock each other down. Whichever player is knocked down, that player is eliminated. This time, different group players come to the field of play again, taking the tura from the previous players and start hitting each other. The player who speaks abusive to his opponent stays out of play. The player who hits the opponent's head with his whip is warned only once by the referee. If he makes the same move a second time, he stays out of play. Players are forbidden to make harmful movements (head butting, punching, etc.) during wrestling. The player whose whip falls from his hand during the match loses the game (Doğan, 2021).

**The Game Tura Pile 2:** The players gather in a field and determine the player who will be the tagger. A long rope is tied to a stake driven in the middle of the game or to a tree. The player who is the tagger takes a piece of cloth whose end is knotted several times in her hand and with the other hand she holds the long hemp rope tied to the tree. Other

players leave their turas close to the tagger. The game starts and the players take their turas and try to hit the tagger without being hit. The tagger also tries to hit the opponents with the tura in his hand. The player who is hit by the tagger's tura becomes the new tagger (Özdemir, 2006).

**The Game Depme Tura:** First preparations are made for the game Depme tura. Stakes are driven into a large area, the rope is tied to the stake and left long enough to be held at both ends. Then two volunteers become taggers and hold the rope together. A tura is left in the middle of the game field. Outside players try to catch the tura on the ground. One of the taggers has a towel in his hand. The tagger, who has a towel in his hand, hits the players with the towel in order not to lose the tura to the players, and the other player kicks them away. Outside players become taggers as soon as they get kicked. If they take the tura without getting kicked, the game is won and the game continues with the same taggers. Then a new tura is placed in the middle and whoever wins more turas at the end of the game becomes the winner of the game (Oguz and Ersoy, 2007).

**The Game Tura:** It is a game played in open areas. Players draw lines to form a castle. Each player has one tura. Players enter their castle with turas in their hands. They try to enter each other's castles after they are given the command to start the game. The owner of the castle tries to hit the player approaching his castle by chasing him with the tura in his hand (Eroğlu, 2009).

## DISCUSSION AND CONCLUSION

The game tura is played under the names of horse tura, hit tura, escape tura, depme tura, the village has migrated, mule pile, tura pile, tura, rope tura, round tura, mule pile, piled tura, coal pin, tursaldım (Özhan, 1997), angry angry (And, 2012), whip in different regions of Turkey. The gameplay style and rules are different and there are many games played under the same name.

Most of the head games are played by hitting the opponent with the tura. The game whip played in Diyarbakır's Eğil, Dicle, Hani triangle (in the abandoned region) differs in terms of knocking the opponent down to the ground by wrestling after hitting the tura on the opponent. In the game whip, making a single standing move to knock the opponent down is similar to sinsin, aba and şalvar wrestling (Gül et al., 2018; Türkmen and Doğan, 2021; Doğan and Boyraz, 2020). In traditional wrestling, many techniques such as uniform, kafakol, hook, boyunduruk applied while standing are used in the game whip. Since these techniques do not have a name in the game whip, it is understood that the games are improvised.

Most of Tura games are games played with music. The formation of music in Tura games, in terms of style and technique (quickness, skill, attack, defense, etc.), is parallel to the "Tomak" game, which is known to be played individually and as a team in the Ottoman palace and its surroundings. The game Tomak coincides with the tura game in terms of the material used and its general appearance.

As a result of the research, 11 types of tura games played in Turkey with many rituals were determined. It was understood that the determined games (such as escape tura, whip, hit tura) are played at the present time, and other games are not played.

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