

INTERNATIONAL PYTHIAN COUNCIL



MODERN PYTHIAN GAMES

UNIFYING NATIONS THROUGH ARTS, CULTURES AND TRADITIONAL GAMES

Proposal Submission For National Cultural Policy 2026 Department of Arts, Australia

Submitted on 22nd May, 2026

INTERNATIONAL PYTHIAN COUNCIL

Email: [REDACTED] / Website: www.pythiangames.org



Hon. Tony Burke MP
Minister for the Arts
Government of Australia

Dear Minister Mr. Burke,

I would like to sincerely thank you for providing us with the opportunity to engage with the Office for the Arts through the meeting with [REDACTED] on 28 April 2026, pursuant to Reference No. 70182 dated 15 April 2026.

We are grateful for the constructive discussions and for the subsequent advice to submit a written contribution to the public consultation process for Australia's new National Cultural Policy through the Office for the Arts.

In accordance with that guidance, please find attached our written submission for consideration as part of the public consultation process. The submission outlines a range of policy recommendations aimed at strengthening cultural participation, creative industries, Indigenous and traditional cultural expressions, international cultural cooperation, and cultural innovation within Australia.

As part of the submission, we respectfully request that the Australian Government consider the following three immediate initiatives:

1. **Formally recognise the Modern Pythian Games as Cultural Games** and include the concept of **Cultural Games** within Australia's national cultural framework;
2. **Explore the establishment of an Asia-Pacific Regional Headquarters for the Modern Pythian Games in Australia**, creating a regional hub for cultural exchange, creative industries, and international collaboration; and
3. **Assess the feasibility of hosting the 1st Pythian Games in 2027** as a landmark international cultural initiative that would celebrate arts, culture, heritage, creativity, traditional games, and community participation.

We respectfully submit these recommendations for consideration as part of the development of Australia's future cultural policy and would welcome any opportunity for further discussion or clarification.

Thank you once again for your support, consideration, and commitment to advancing Australia's cultural future.

With highest regards,

Yours sincerely,

[REDACTED]
(Bijender Goel)
Founder, Modern Pythian Games,
Secretary General, International Pythian Council
Website: <https://pythiangames.org>
[REDACTED]

Dated: 22nd May 2026



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1. Background and Origin of this Submission

This proposal is respectfully submitted to the Australian Government following an online meeting held on **28th April 2026** with [REDACTED]

International, office for the Arts, Australian Government, followed by subsequent mail dated **28th April 2026**.

The discussions provided an opportunity to introduce the vision, objectives, and international development of the Modern Pythian Games and to explore their potential relevance within Australia's cultural policy framework. In light of those discussions and subsequent communications, this document has been prepared as a formal policy submission for consideration under Australia's national cultural agenda and future cultural engagement strategies.

This proposal has been exclusively conceptualised, researched, authored, and submitted by **Mr. Bijender Goel**, Founder of the Modern Pythian Games, Founder Secretary General of the International Pythian Council, and Managing Trustee of Delphic India Trust, New Delhi, India. It has been prepared specifically for the consideration of the Government of Australia and presents a policy framework through which Australia may evaluate opportunities relating to cultural participation, cultural diplomacy, Indigenous heritage promotion, creative industries development, and international cultural cooperation through the Modern Pythian Games, the first global cultural movement.

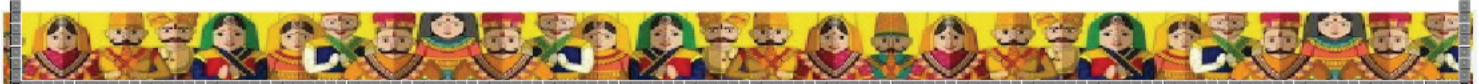
2. Executive Summary and Immediate Proposal

This proposal requests the Australian Government to consider three immediate actions:

1. **Formally recognise the Modern Pythian Games as Cultural Games and include Cultural Games within Australia's national cultural framework;**
2. **Explore the establishment of an Asia-Pacific Regional Headquarters for the Modern Pythian Games in Australia; and**
3. **Assess the feasibility of hosting the 1st Modern Pythian Games in 2027 as a landmark cultural initiative.**

The proposal also seeks consideration for the signing of a **Memorandum of Understanding (MoU)** with the International Pythian Council to facilitate cooperation, policy dialogue, cultural exchange, and implementation of the initiative.

Together, these actions align closely with the Australian Government's **Revive: A Place for Every Story, A Story for Every Place** national cultural policy, particularly its pillars of **First Nations First, A Place for Every Story, Centrality of the Artist, Strong Cultural Infrastructure**, and **Engaging the Audience**. The proposal offers a practical mechanism for strengthening cultural participation, Indigenous cultural visibility, international cultural diplomacy, creative economy development, regional engagement, and intercultural understanding.



The initiative has already advanced beyond the conceptual stage through international presentations, pilot festivals, national and international cultural Pythian Games events, institutional partnerships, and participation in multinational cultural forums. As such, it presents Australia with a practical cultural policy opportunity capable of generating measurable social, cultural, educational, tourism, and creative economy outcomes.

The proposal is supported by a growing record of implementation and international engagement, including:

- Presentation of the Modern Pythian Games concept at the Delphi Economic Forum, Delphi, Greece (2022)
- Organisation of the 1st International Pythian Games Festival, New Delhi, India (2023)
- Conduct of the 1st and 2nd National Cultural Pythian Games in Panchkula and Bengaluru, India (2024 & 2025)
- Participation in the 1st Youth Delphic Games of SCO Member Nations 2026, Bishkek, Kyrgyzstan
- Development of international cultural partnerships and institutional collaborations across multiple countries

The initiative seeks to provide a dedicated international platform for:

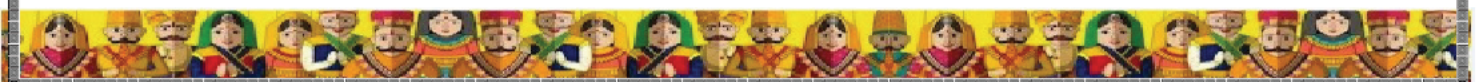
- Musical Arts
- Performing Arts
- Visual Arts
- Literature and Language Arts
- Social Arts
- Ecological Arts
- Digital Arts
- Martial Arts and Traditional Games

The Modern Pythian Games are designed to complement—not replace—existing sporting and cultural structures by providing an inclusive platform where artistic excellence, cultural diversity, traditional knowledge systems, and creative expression can be celebrated alongside physical and cultural activities.

The initiative has also received early institutional and governmental support, including cooperation agreements and understandings with:

- International Delphic Committee, Moscow, Russian Federation
- Kukkiwon (Taekwondo), Seoul, South Korea
- Ecumenical Delphic Union, Delphi, Greece
- Government of Cyprus
- Ministry of Culture , ICCR, Government of India and education departments of various state governments.

On this basis, the present submission outlines the strategic rationale, policy alignment, governance considerations, implementation opportunities, and potential benefits through which Australia may evaluate a leadership role in shaping the future development of Cultural Games and international cultural cooperation within the Asia-Pacific region.



3. Why the Minister for the Arts — Not the Sports Portfolio: No Conflict with the Olympic Games

The Modern Pythian Games are fundamentally a first global cultural, artistic, and civilisational movement rather than a conventional sports-only event. Their core mandate focuses on organising competitions in Music Arts, Performing Arts, Visual Arts, Language Arts, Social Arts, Ecological Arts, Digital Arts, and Martial Arts, while promoting and preserving culture, heritage, creativity, and Indigenous cultural expression, which aligns more closely with the responsibilities of the Minister for the Arts and the broader Australian Government cultural policy portfolio. While certain sporting and traditional physical activities are included, these are presented as cultural heritage disciplines and community traditions rather than elite Olympic-style competitive sports.

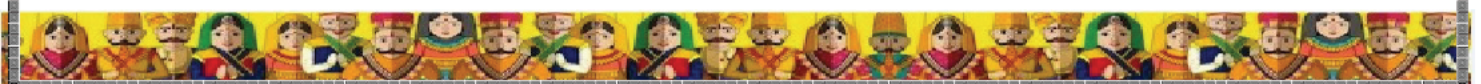
Historically, the concept itself traces back to the Ancient Pythian Games of Greece, which celebrated music, poetry, arts, philosophy, and cultural excellence alongside athletic activities. **The founder of the Modern Olympic Games, Pierre de Coubertin**, was inspired by the ancient Pythian Games, and therefore introduced artistic competitions into the Olympic Games. Between 1912 and 1948, the Olympic Games officially included competitions in architecture, literature, music, painting, and sculpture under the Olympic Charter. These artistic events were later discontinued not because culture lacked relevance, but due to administrative and amateurism-related considerations within the IOC framework.

Therefore, the Modern Pythian Games revive and continue this historic cultural philosophy by placing arts, culture, and creative participation at the centre of international engagement. This approach does not conflict with the mandate of sports portfolios or Olympic bodies, as the initiative does not seek to replace, compete with, or duplicate existing Olympic or sports governance structures. Instead, it complements them by providing a dedicated democratic international platform — both online and offline — for cultural expression, Indigenous heritage, creative industries, traditional knowledge systems, and traditional games that often remain outside the primary scope of modern sports administration. Accordingly, the Minister for the Arts and relevant Australian Government agencies are the most appropriate public-sector partners for such an initiative, while cooperation with sports portfolios and related bodies may continue in a supportive capacity for traditional physical and cultural activities.

4. Modern Pythian Games – Only Global Cultural Competitive Games

The Modern Pythian Games are the only global online and offline cultural competitive games for international cultural participation framework that brings together arts, Indigenous and traditional games, creative industries, tourism, digital learning, and international cultural exchange.

- Arts, performance, language, and digital creativity
- Indigenous, traditional, and martial cultural practices
- Tourism, education, and community participation
- International partnership and cultural exchange



It presents Australia with an opportunity to showcase Aboriginal, Indigenous, and multicultural traditions internationally; strengthen youth engagement and educational collaboration; promote cultural tourism and community participation; create new opportunities within the creative and digital economy; and strengthen Australia's role in cultural diplomacy and innovation.

5. PYESCO Clubs : Youth Education, Sports and Culture

To strengthen youth participation in preserving and revitalising traditions, Indigenous heritage, arts, and traditional games, Pythian Games proposes PYESCO Clubs establishing across Australian schools, colleges, universities, and other educational institutions.

These clubs would become part of a globally connected ecosystem integrating education, arts, culture, traditional sports, leadership and innovation, research and documentation, digital creativity, and artificial intelligence into one inclusive platform for young people. **Global Cultural Mapping is the need of the hour and PYESCO Clubs can play very important roles.**

Supported by a dedicated OTT and digital engagement platform featuring:

- Live cultural events and exchange programs
- Student-led journalism, storytelling and heritage documentation
- Digital learning and talent development using artificial intelligence
- Global Cultural exposure, learning and participation opportunities

The initiative is intended to support youth participation, multicultural understanding, Indigenous heritage preservation, and creative skills development through a structured cultural and digital engagement model.

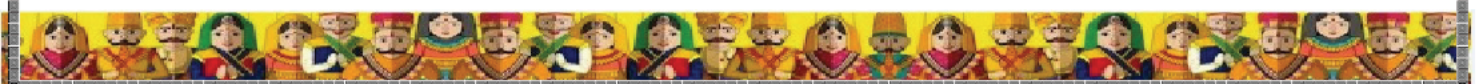
6. Why Australia ?

Australia Already Has Strong Foundations for Cultural Leadership

Australia is uniquely positioned because it combines:

- A strong multicultural society and globally respected democratic institutions
- Established creative, education, tourism, and event infrastructure
- One of the world's oldest living Indigenous cultures
- A strategic Indo-Pacific location and strong international relationships

These strengths are policy-relevant because Australia already treats culture as a significant national asset: government-released analysis found cultural and creative activity contributed 2.5 per cent of GDP, or \$67.4 billion, in 2023–24, giving a clearer economic basis for proposals that connect arts, participation, heritage, tourism, and digital creativity.



Australia therefore has the opportunity to build on these strengths through:

- A stronger policy framework for cultural games and participation
- An Asia-Pacific base for cultural exchange and partnerships
- Expanded cultural diplomacy, tourism, and creative economy activity

7. Rise of the Circular Creative Economy

Beyond Traditional Economic Models

Traditional economic systems are increasingly vulnerable to:

- Automation
- Artificial Intelligence disruption
- Resource instability
- Climate-related pressures
- Social fragmentation
- Declining community participation

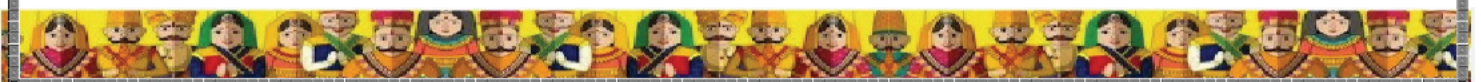
The future economy will increasingly depend upon:

- Human creativity
- Cultural experiences
- Emotional engagement
- Heritage value
- Intellectual property
- Tourism experiences
- Community ecosystems
- Wellness and lifestyle economies
- Creative technologies
- Cultural participation

In this proposal, the Circular Creative Economy refers to a model in which cultural creation, participation, education, tourism, digital distribution, and heritage activation reinforce one another over time; this framing is consistent with evidence that cultural and creative activity already forms a measurable part of Australia's economy and sits within a global creative economy estimated at roughly **US\$2.3 trillion annually**.

8. Strategic Importance of the Modern Pythian Games for Australia

The Modern Pythian Games offer Australia a practical opportunity to advance cultural diplomacy, creative economy development, and inclusive international participation through a single cultural platform. Unlike the Olympic model, which primarily focuses on elite physical sports and limited participation structures, the Modern Pythian Games integrate arts, culture, martial arts, traditional and Indigenous sports, creative industries, tourism, wellness, education, and digital participation through both online and offline platforms.



For a multicultural and globally respected nation like Australia, this initiative can:

- Strengthen international relations
- Promote Indigenous and multicultural heritage
- Expand creative and tourism economies
- Generate employment and digital innovation
- Support a distinctive international role for Australia in culture, participation, creativity, and exchange
- **Low cost in Organising the events as compared to the Olympic events.**

Compared with event models focused primarily on elite sport, the Modern Pythian Games offer Australia a broader cultural participation model that could support creative, educational, tourism, and diplomatic outcomes.

9. Strategic National Advantages for Australia

A. Global Cultural Diplomacy Leadership

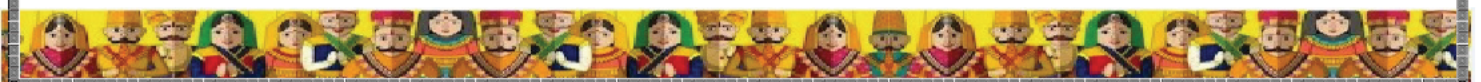
Culture, education, tourism, digital engagement, and creative industries are increasingly important tools of international diplomacy and public influence.

- Indo-Pacific and Commonwealth cultural relationships
- UNESCO-aligned and Indigenous cultural cooperation
- International creative and educational networks

B. Establishing Australia as a Regional Hub for Cultural Games

Within this framework, Australia could be considered for:

- Formal recognition of cultural games within national policy
- An Asia-Pacific base for cultural exchange and partnership
- A practical regional role in cultural participation and creative collaboration
- Establishing Pythian Games city will give a boost to the real estate sector



10. Three Primary Submissions

1. Recognise Cultural Games within National Cultural Policy

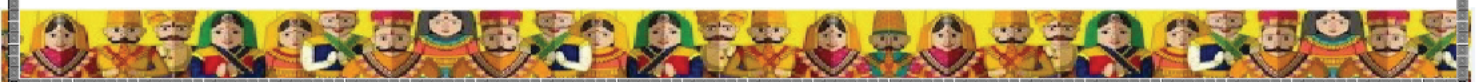
Formally recognise the Modern Pythian Games and the broader category of cultural games within Australia's national cultural policy framework, including appropriate consideration of traditional, Indigenous, and participatory cultural practices.

2. Explore an Asia-Pacific Regional Hub and Cooperation Framework

Explore the establishment of an Asia-Pacific regional headquarters in Australia and consider a Memorandum of Understanding with the International Pythian Council (a non profit organisation) to assess governance, partnership, and implementation options.

3. Assess the Feasibility of Hosting in 2027

Assess the feasibility of hosting the 1st Modern Pythian Games Australia in 2027, including location options, delivery model, cultural policy fit, and potential economic, tourism, and participation benefits.



11. Proposal for Australia's National Cultural Policy

Strategic Policy Recommendations

We respectfully recommend that the Australian Government consider the following strategic policy initiatives to strengthen cultural participation, creative economy development, Indigenous cultural leadership, international cultural engagement, and long-term cultural sustainability.

1. Recognition of Cultural Games

Formally recognise the following as integral components of Australia's national cultural framework:

- **Cultural Games**
- **Modern Pythian Games- the only Global Cultrual Games**
- **Art, Culture, Martial Arts, raditional and Indigenous Sports integral part of Arts & Culture**
- **Other Participatory Cultural Ecosystems**

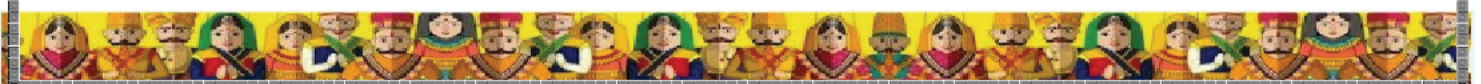
Such recognition would encourage broader cultural participation, safeguard traditional practices, promote artistic expression, and support community-based cultural development across Australia.

2. National Circular Creative Economy Framework

Develop Australia's first integrated **Circular Creative Economy Strategy**, bringing together cultural, economic, social, and community objectives through a unified policy framework covering:

- Arts and Culture
- Martial Arts and Traditional Sports
- Tourism and Heritage
- Creative Industries
- Digital Creativity and Innovation
- Community Participation
- Indigenous Cultural Economies

This framework would encourage sustainable cultural growth, strengthen creative enterprises, generate employment opportunities, and support long-term cultural resilience.



3. Establishment of an Australian Regional Headquarters

Support the establishment of:

- The **Asia-Pacific Regional Office of the Modern Pythian Games**
- A dedicated **Pythian Games City**

Preferably located in:

- Melbourne
- Perth

The regional headquarters could position Australia as a leading centre for:

- Cultural Diplomacy
- Creative Economy Collaboration
- International Cultural Festivals
- Hub of digital cultural learning using ai
- Research, Innovation, and Knowledge Exchange

Such infrastructure would strengthen Australia's role as a cultural hub within the Indo-Pacific region and enhance international cultural cooperation.

4. Hosting the 1st Pythian Games 2027

Australia may consider hosting the **1st Pythian Games 2027** and **set an example before the world by hosting the games similar to Olympics at very low cost.**

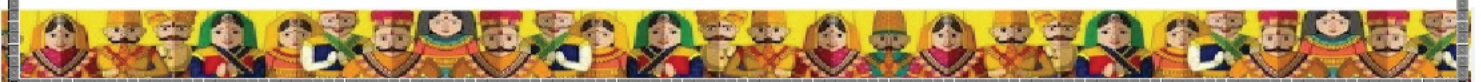
Preferred host cities:

- Melbourne
- Perth

Proposed period:

- November–December 2027

The event could serve as a landmark international cultural initiative, bringing together artists, cultural practitioners, traditional sports participants, Indigenous communities, creative industries, scholars, and cultural institutions from around the world.



5. Dedicated Budgetary Provisions

Establish dedicated funding mechanisms to support:

- Cultural Games
- Indigenous Arts and Traditional Games
- International Cultural Exchange Programmes
- Creative , Ai Technology and Innovation
- Youth Cultural Participation (Online and offline)
- Preservation and Revival of Arts, Cultures, and Traditions
- Traditional Knowledge Documentation and Preservation
- Development of Pythian Games Offices and Cultural Infrastructure

6. International Cultural Governance Leadership

Australia may consider initiating and supporting:

- International, National, regional and State Cultural Games
- University and School Cultural Games Programmes
- International Creative Economy Summits
- Indigenous Cultural Diplomacy Dialogues
- UNESCO-Aligned Heritage Collaborations
- Indo-Pacific Cultural Partnerships
- National and International Awards across Diverse Artistic and Cultural Disciplines with inspiration from Delphi Truce.

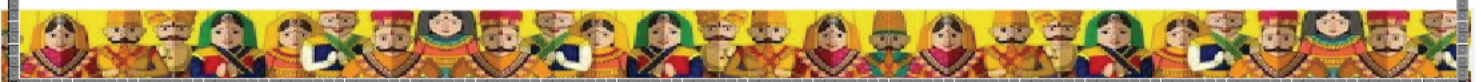
These initiatives would contribute to stronger cultural governance, international collaboration, knowledge exchange, and recognition of artistic and cultural excellence.

12. Vision Australia 2035

Over time, the implementation of these initiatives could strengthen Australia's position as:

- A leading destination for Cultural Games and Cultural Participation
- A global leader in Creative Economy Governance
- A premier hub for Cultural Tourism and Heritage Experiences
- A centre of Indigenous Cultural Leadership and Knowledge Systems
- A significant contributor to International Cultural Diplomacy
- A pioneer in the development of the Circular Creative Economy
- A cultural bridge connecting East and West through creativity, heritage, and

This proposal is presented not merely as a cultural initiative, but as a long-term strategic opportunity to enhance Australia's international cultural profile, expand participation pathways, strengthen creative economy partnerships, promote Indigenous cultural leadership, and foster sustainable cultural development for future generations.



13. Alignment with Australia's National Cultural Policy

National Cultural Priority	Contribution of the Modern Pythian Games
First Nations First	Indigenous leadership, preservation, and traditional games
A Place for Every Story	Multicultural participation and inclusion
Centrality of the Artist	International recognition and creative opportunities
Strong Cultural Infrastructure	Activation of venues, institutions, councils, and regions
Engaging Audiences	Participatory and youth-oriented cultural experiences

14. Conclusion

The Modern Pythian Games represent a comprehensive cultural initiative that aligns with Australia's commitment to strengthening arts, culture, creativity, community participation, and international cultural engagement.

This proposal respectfully seeks the consideration of the Australian Government for the inclusion and recognition of Cultural Games and associated creative, traditional, Indigenous, artistic, and martial arts activities within Australia's broader cultural policy framework. The proposed initiatives aim to support increased cultural participation, youth engagement, creative industry development, cultural tourism, international cultural cooperation, and sustainable socio-economic outcomes for communities across Australia.

At a time when governments worldwide are exploring innovative approaches to cultural resilience, social inclusion, creative economy growth, and international cultural diplomacy, this proposal offers a practical and forward-looking framework for assessment, consultation, and potential collaboration. It is respectfully submitted for consideration as a contribution towards strengthening Australia's cultural ecosystem and advancing its long-term cultural, educational, social, and economic objectives.

With highest regards



(Bijender Goel)

Founder, Modern Pythian Games

Secretary General, International Pythian Council & Managing Trustee, Delphic India Trust

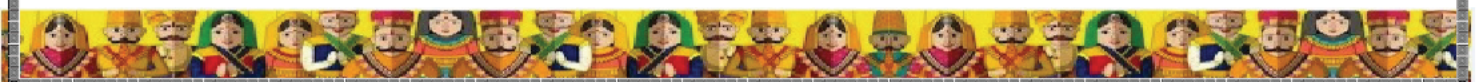


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Dated: 22nd May 2026



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