



Towards the Olympic and Paralympic Games Tokyo 2020

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PyeongChang 2018



Tokyo 2020 Venue Plan



Overview of Tokyo 2020



Period of the Games

Olympic Games (17 days)

July 24

- August 9

Paralympic Games (13 days)

August 25

- September 6

Number of countries and regions participating (Rio 2016)

Olympic Games

206

Paralympic Games

160

Number of athletes

Olympic Games

11,090

Paralympic Games

4,400

Expected Number of spectators

Olympic Games

7.8 million

Paralympic Games

2.3million

Number of Sports and Events

Olympic Games

 $33_{\text{Sports}}\,339_{\text{Events}}$

Paralympic Games

22_{Sports} 539_{Events}

Expected number of media

Olympic Games

25,800

Paralympic Games

9,500



Marketing Sponsorship Programme

JPY 310 billion (USD 2.9 billion) domestic sponsorship *1USD = 107JPY (JPY 82 billion at the bidding stage)







TOP Partners

Highest-ranked worldwide sponsors

13 companies

Tokyo 2020 Sponsors

Olympic Games and Paralympic Games





Tokyo 2020 Gold Partners (Tier 1)

Highest-ranked domestic sponsors

15 companies

Tokyo 2020 Official Partners (Tier 2)

Second highest-ranked domestic sponsors 30 companies

Tokyo 2020 Official Supporters (exclusive) Tier 3 Tokyo 2020
Official Supporters
(non-exclusive) Tier 3

Third highest-ranked domestic sponsors 3 companies

^{*} Tier 2 companies have fewer rights and opportunities than Tier 1 companies.

Tier 3 companies have fewer rights and opportunities than Tier 2 companies.

Games Budget (Version 2)

Version 2 Budget announced in December 2017 USD 1.4 billion (JPY 150 billion) reduction in overall costs achieved against Version 1

OCOG budget

Revenue

Items	Amount
IOC Contribution	USD 0.8 b
TOP Sponsorship	USD 0.5 b
Local Sponsorship	USD 2.9 b
Licensing	USD 0.1 b
Ticket sales	USD 0.8 b
Others	USD 0.3 b
Expected additional revenue	USD 0.2 b
TOTAL	USD 5.6 b

W Unit: billion USD / 1 USD = 107 JPY

OCOG = Organising Committee

Expenditure

Items	Amount	
Venue-related budget	USD 1.0 b	
Temporary/Overlay	USD 0.9 b	
Energy	USD 0.1 b	
Service budget	USD 4.6 b	
Transport	USD 0.2 b	
Security	USD 0.2 b	
Technology	USD 0.7 b	
Games operation	USD 0.9 b	
General affairs/Communication	USD 0.6 b	
Marketing	USD 1.2 b	
Others	USD 0.4 b	
Contingency	USD 0.4 b	
TOTAL	USD 5.6 b	

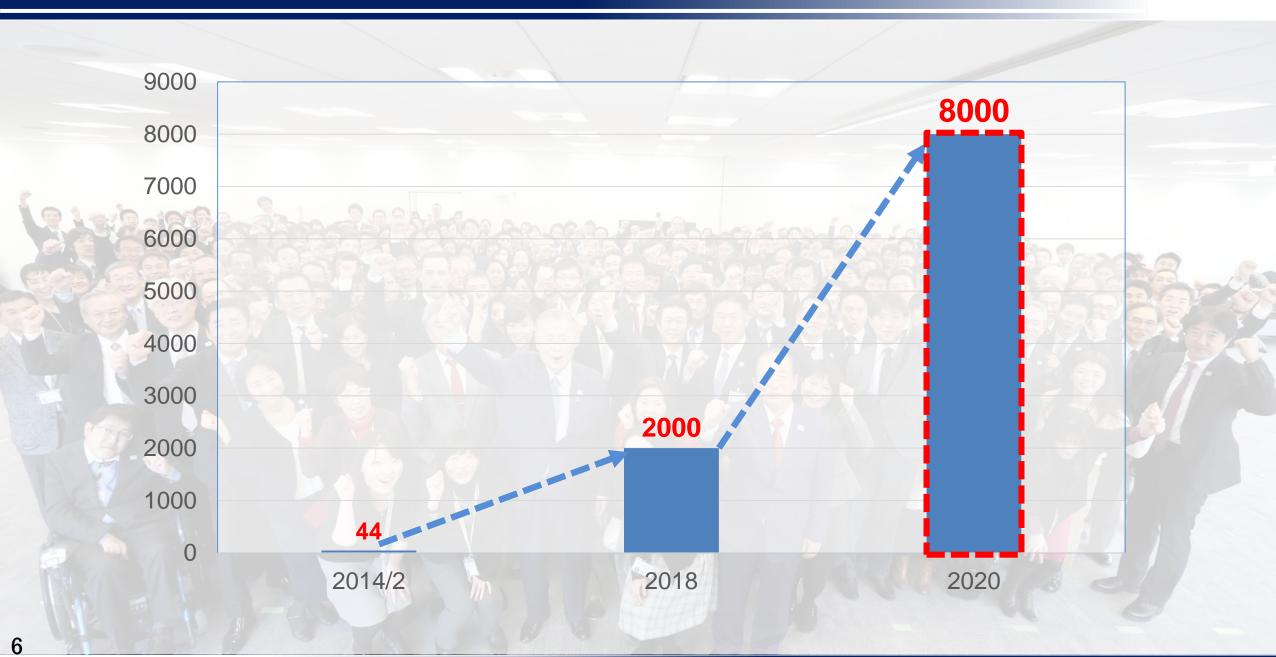
[Reference] OCOG and Other Entities Budget

	ocog	Other entities	TOTAL
Venue-related budget	USD 1.0 b	USD 5.6 b	USD 6.6 b
Permanent	-	USD 3.2 b	USD 3.2 b
Temporary/Overlay	USD 0.9 b	USD 2.1 b	USD 3.0 b
Energy	USD 0.1 b	USD 0.3 b	USD 0.4 b
Service budget	USD 4.6 b	USD 1.4 b	USD 6.0 b
Transport	USD 0.2 b	USD 0.2 b	USD 0.5 b
Security	USD 0.2 b	USD 0.8 b	USD 0.9 b
Technology Games operation General affairs/Communication Marketing	USD 0.7 b	USD 0.3 b	USD 1.0 b
	USD 0.9 b	USD 0.1 b	USD 1.0 b
	USD 0.6 b	USD 0 b	USD 0.6 b
	USD 1.2 b	USD 0 b	USD 1.2 b
Others	USD 0.8 b	USD 0 b	USD 0.8 b
TOTAL	USD 5.6 b	USD 7.0 b	USD 12.6 b

W Unit: billion USD / 1 USD = 107 JP

Note: USD 1.0 - 2.8 billion of contingency is estimated separately, similarly to V1 budget.

Number of Staff at Tokyo 2020



Two Years to Go (Official Mascot, Summer Festival)



Volunteers

	Games Volunteers	City Volunteers
No.	80,000	30,000
Recruit	Tokyo 2020	Tokyo Metropolitan Government (TMG)*
Placement	Games-related facilities including the competition venues and the Athletes' Village	Airports, major train stations, sightseeing spots, stations nearest competition venues and Live Sites
Activity	 Assist spectators at venues and media Support event operations staff and media etc. 	 Provide tourism and transport information to visitors from across Japan and abroad Guide spectators at stations to competition venues Support Live Site operations





^{*}Local municipalities hosting competitions are also considering recruiting volunteers.



Ticketing

Tokyo 2020 Games: Largest-scale ticketing event ever

Ticket sales / Number of tickets sold in the past Games

London 2012 103.7 billion JPY/10.8 million tickets Rio 2016 50.9 billion JPY/8.21 million tickets

Ticket sales / Number of ticket sold in the Tokyo 2020 Games (planned at the bidding phase)

Olympic 77.2 billion JPY/7.8 million tickets
Paralympic 4.8 billion JPY/2.3 million tickets
Total 82 billion JPY /10.1 million tickets

Ticket sales schedule (tentative)

Start of sales in 2019











Objective: Maximise ticket sales and sell out the tickets Full stadium at every venue

Olympic and Paralympic Legacy

Olympic and Paralympic Legacy

Tangible and intangible impact and effect created by hosting the Games

Tokyo 1964

Tangible Legacy

- Tokaido shinkansen
- Express highway
- National Stadium
- Yoyogi National Stadium, etc.

[Intangible Legacy]

- Satellite broadcasting
- Sports Day etc.

Sapporo 1972

[Tangible Legacy]

- Subway
- Underground mall
- Ski jump venue, etc.

[Intangible Legacy]

- Growing popularity of ski and skating.
- Olympic education, etc.

Nagano 1998

【 Tangible Legacy 】

- NaganoShinkansen
- Express highway, etc.

[Intangible Legacy]

- "One school, one country" project
- Volunteers
- Official webpage, etc.

Tokyo 2020

Tangible Legacy

- New permanent venues
- Bay area development etc.

[Intangible Legacy]

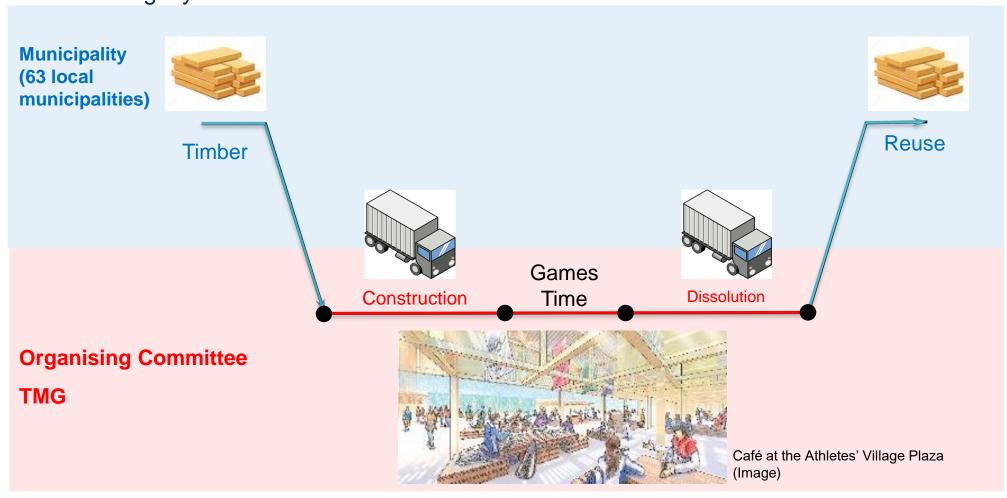
- Expansion of sport industry and health promotion
- Development, information technology, cyber security and environmental technology
- Accessible urban planning
- International experience (exchange of people or/and culture), etc.

Tokyo 2020 Medal Project



Building Athletes' Village with timber of the nation

"Operation BATON" (BATON =Building Athletes' Village with Timber Of the Nation)
Athletes' Village Plaza to be constructed using timber from participating municipalities. After the Games, the Plaza will be dismantled and the timber will be returned to the municipalities for reuse as a legacy of the Games.



Accessibility and Universal Design

Objective

- Provide an enhanced environment that will secure more opportunities for access to the Tokyo 2020 Olympic and Paralympic Games - regardless of any impairment.
- Contribute to the realisation of a fully inclusive society in which all people are accepted and respected just as they are.

Scope and Priority of the Accessibility Guideline

- The scope of the guideline will cover areas along the route between the station and the venue, as chosen by the Organising Committee.
- Ask facility owners and managers to upgrade the facility so they can serve as a
 permanent venue that will constitute a legacy. Construct temporary facilities where
 upgrading is difficult.

The Paralympic Games and the Realisation of an Inclusive Society

Preparations and operations of the Paralympic Games and future legacies

- The first city to hold the Paralympic Games twice
- Construction of competition venues with paramount importance placed on accessibility
- Promotion of Para sports
- Leveraging the Paralympic Games to change perceptions and realise a fully inclusive society

The importance of the Paralympic Games in organisational operations

- Establishment of a Paralympic Integration Dept. in the Organising Committee and deployment of personnel
- Participation of members of the JPC, Paralympians and other Paralympic-related personnel in the Multi-Party Leaders' meetings, Executive Board meetings and the Athletes' Commission

Supporting the Reconstruction Efforts

Activities in the past Games



Handover ceremony



Live site in the areas affected by the earthquake



Tokyo 2020 Japan House

Flag tour in the areas affected by the earthquake



Athletes' visit to areas affected by the earthquake



Athlete participated the events in Miyagi, Fukushima and Kumamoto Prefectures.

Tokyo 2020 nationwide participation programme

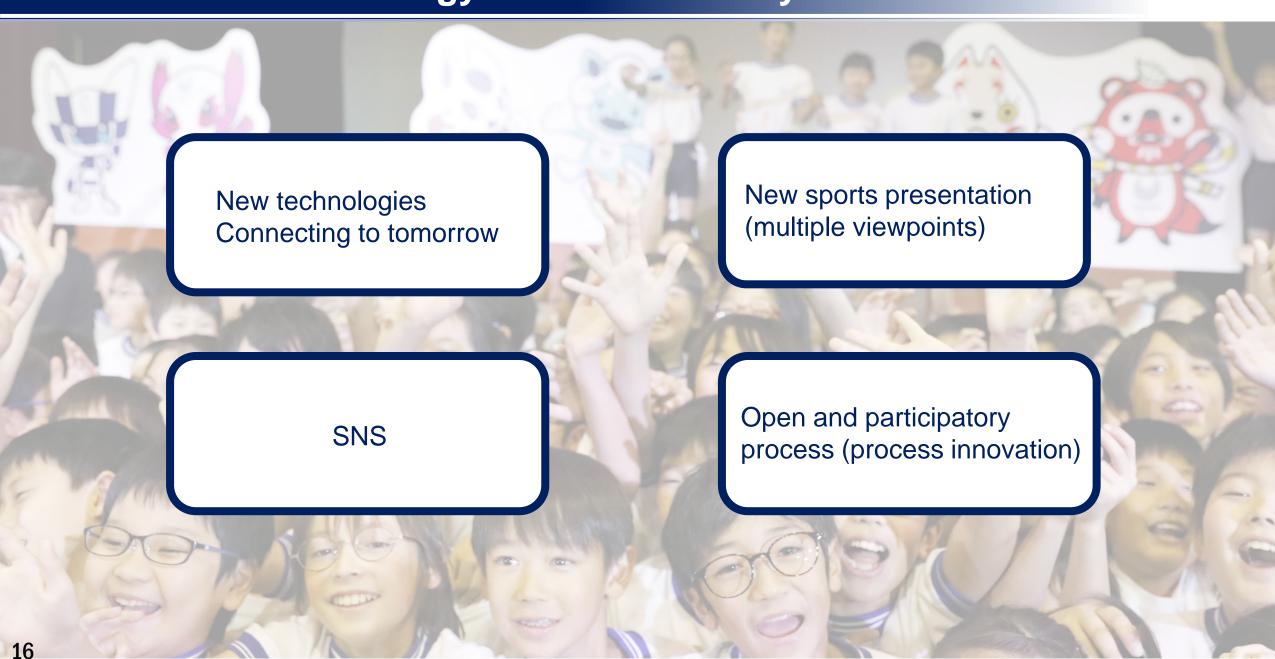


Competitions to be held in the areas affected by the earthquake



Football in Miyagi Baseball/Softball in Fukushima

Innovation in Technology and the Social System



Transportation

Provide smooth transportation service for spectators and stakeholders

Implement the Olympic Route Network linking the Athletes' Village, hotels and venues to meet the needs of every stakeholder.

Provide spectators with transportation to the venues that are far from the station.



Security

Ensure Safety and Security for the Games by preparing for threats

Ensure safety and security of all Games spectators and stakeholders

Conduct thorough security checks at the entrance of competition venues and related facilities

Prepare for the threat of terrorisms and cyberattacks



Operation

Prepare and operate various events and facilities such as the Torch Relay, the Athletes' Village and medical services.

Provide services related to the Athletes' Village, accommodation, food & beverages, anti-doping, media Operate the Torch Relay, Opening/Closing Ceremonies, sport presentation, anti-doping activities, etc.



