



MEDIA GUIDE

JULY 2021



Contents

First-ever postponed Olympic and Paralympic Games.....	4
Covid-19 Countermeasures	7
Games Overview	9
The Tokyo 2020 Games by Numbers	10
Olympic Sports.....	11
Paralympic Sports.....	12
Additional Sports for the Olympic Games Tokyo 2020.....	13
Tokyo's Second Paralympic Games.....	15
Venue Plan.....	16
Venue List.....	18
Pictograms.....	24
Test Events	26
Tokyo 2020 Olympic and Paralympic Torch Relays	27
Engaging the Public	30
Tokyo 2020 Nationwide Participation Programme	32
Tokyo 2020 NIPPON Festival.....	33
Education	35
Tokyo 2020 Mascots.....	36
Volunteers.....	37
Tokyo 2020 Medal Project	39
Licensed Merchandise	41
Sustainability.....	42
Accessibility	44
Innovations of Tokyo 2020	45
Initiatives Supporting Recovery from the Great East Japan Earthquake.....	49
Updated Tokyo 2020 Budget, Successful Marketing.....	50
A United Team Ready to Deliver	52
Meet Our Team	53

First-ever postponed Olympic and Paralympic Games

On 24 March 2020, the International Olympic Committee (IOC) and International Paralympic Committee (IPC), together with Tokyo 2020 Organising Committee (Tokyo 2020) announced the postponement of the 2020 Games to the year 2021. This was due to concerns about the COVID-19 pandemic and to safeguard the health of the athletes, everybody involved in the Olympic Games and the international community.

The decision to postpone the Games was made with the understanding of International Federations (IF), National Federations (NF), National Olympic and Paralympic Committees (NOCs and NPCs) and related stakeholders. In accordance with the postponement of the Games, Tokyo 2020 also confirmed the postponement of all READY STEADY Test Events and the Olympic and Paralympic Torch Relays, with updated schedules currently under review.

In order to oversee the various challenges that come with the postponement of the Games, Tokyo 2020 immediately set up the New Launch Task Force on 26 March 2020 and continue to work in close cooperation with the IOC in order to ensure efficient decision-making. The process to deliver the Games in 2021 was overseen by a Joint Steering Committee which is led by IOC Coordination Commission Chair John Coates and former Tokyo 2020 President MORI Yoshiro.

On 30 March 2020, IOC President Thomas Bach, former Tokyo 2020 President MORI Yoshiro, Tokyo Governor KOIKE Yuriko and former Olympic and Paralympic Minister HASHIMOTO Seiko, came together via telephone conference and agreed on the new dates of the Games. The Olympic Games Tokyo 2020 will be celebrated between 23 July to 8 August 2021, with the Paralympic Games being celebrated from 24 August to 5 September 2021.

The leaders agreed that the Olympic and Paralympic Games in Tokyo could stand as a beacon of hope to the world during these troubled times and that the Olympic flame could become the light at the end of the tunnel in which the world finds itself at present. Therefore, it was agreed that the Olympic flame will stay in Japan. It was also agreed that the Games will keep the name Olympic and Paralympic Games Tokyo 2020.

In June and July 2020, Tokyo 2020 presented a progress report on the state of the Games preparations to the IOC Executive Board and the IPC Governing Board. This included a roadmap regarding positioning and principles for re-planning the Games. Tokyo 2020 also announced the simplification of the postponed Games, with the goal of simplifying and optimising the Games preparation and delivery, while keeping a focus on sport and athletes, to reduce the cost impact of postponement and promote public interest, reflecting the new global economic, societal and public health contexts. Tokyo 2020 will stay in close cooperation with all stakeholders, including the Tokyo Metropolitan Government, Government of Japan, IOC and IPC, while continuing to make every effort toward the successful delivery of the Games.

Positioning of Tokyo 2020

Olympic Games Positioning

Core Values

- The essence of the Olympic Games is sport, athletes and the power of the world coming together as one.
- Tokyo 2020 is focused on athletes, sustainable development, recovery, reconstruction and the power of sports to help communities find a better future.
- These core pillars will be the framework for organising Tokyo 2020 in 2021.

Before the COVID-19 outbreak

- Tokyo was getting ready to host the world's greatest sports event and celebration in 2020.
- The plans focused on record participation, providing the highest levels of Japanese hospitality, and maximising worldwide engagement, collaboration and excitement through innovation.

After COVID-19

- The COVID-19 outbreak has changed the world and focused our priorities.
- A new challenge has been presented to us of organising the first-ever postponed Olympic and Paralympic Games in a new global context.
- To succeed, we will need all stakeholders to continue to work together like never before during this complex period, with creativity, Flexibility and determination.
- We will continue to focus on what is essential for the delivery of the Games and useful for local communities and people.
- But this global situation also presents a huge opportunity for Japan, the Olympic Movement and the whole world Tokyo 2020 in 2021.
- The first-ever postponed Olympic and Paralympic Games.
- The Games will be an unprecedented celebration of unity and solidarity.
- The Games will be a milestone in the world's shared journey of recovery and a light at the end of the tunnel.
- The Games will be a symbol of hope, resilience and the power of humanity working together as one.
- The Games will be a sustainable springboard to the future, bringing together the best of Japan, supporting the economy and showing how sport can improve the health and happiness of people and the world.
- The Games will be sport at its best.

Games preparation

- With this vision in mind, we will work together to carry out preparations for the Games following three principles :
 - To prioritise the health and safety of athletes, spectators, stakeholders, volunteers and staff.
 - To reduce the cost impact of postponement and promote public interest.
 - To simplify and reduce the complexity of the Games to ensure they can be organised efficiently, safely and sustainably in this new context.

Paralympic Games Positioning

Core Values

- The essence of the Tokyo 2020 Games is sport and athletes. It creates momentum for raising awareness and respect for diversity and contributes towards realising an inclusive society.
- Tokyo 2020 is focused on athletes, sustainable development, recovery and reconstruction, and the power of sports to help communities find a better future.
- Tokyo 2020 respects the Paralympic Values of courage, determination, inspiration and equality, to further develop the Paralympic Movement in and outside Japan.
- These core pillars will be the framework for organising Tokyo 2020 Games in 2021.

Before the COVID-19 outbreak

- Tokyo was getting ready to host the world's greatest sports event and celebration for athletes with an impairment in 2020.
- The plans focused on staging of the best Paralympic Games ever, providing the highest levels of Japanese hospitality, and maximising worldwide engagement, collaboration and excitement through innovation.

After COVID-19

- The COVID-19 outbreak has changed the world and focused our priorities.
- A new challenge has been presented to us of organising the first-ever postponed Olympic and Paralympic Games in a new global context.
- To succeed, we will need all stakeholders to continue to work together like never before during this complex period, with creativity, flexibility and determination.
- We will continue to focus on what is essential for the delivery of the Games and useful for local communities and people.
- But this global situation also presents a huge opportunity for the Japan, the Olympic and Paralympic Movements and the whole world. For the Paralympic Movement it presents a chance to showcase the strength and breadth of human resilience, and to make a diverse and inclusive society.

Tokyo 2020 in 2021

- The first-ever postponed Olympic and Paralympic Games.
- The Tokyo 2020 Games will be an unprecedented celebration of unity and solidarity.
- The Tokyo 2020 Games will be a milestone in the world's shared journey of recovery and a light at the end of the tunnel.
- The Tokyo 2020 Paralympic Games will be a global celebration of human endeavor, resilience and hope.
- The Tokyo 2020 Paralympic Games will be a sustainable springboard to an inclusive future, bringing together the best of humanity in Japan, supporting the economy and inspiring the world through sport.
- The Tokyo 2020 Paralympic Games will be a spectacular showcase of sport with Para athletes entertaining the world and advancing a more inclusive world.

Games preparation

- With this vision in mind, we will work together to carry out preparations for the Tokyo 2020 Paralympic Games following three principles:
 - To prioritise the health and safety of athletes, spectators, stakeholders, volunteers and staff.
 - To reduce the cost impact of postponement and promote public interest.
 - To simplify and reduce the complexity of the Games to ensure they can be organised efficiently, safely and sustainably in this new context.

Principles of Tokyo 2020

Simplify and optimise the Games preparation and delivery, while keeping a focus on sport and athletes, to reduce the cost impact of postponement and promote public interest, reflecting the new global economic, societal and public health contexts.

- Critical sport competition and athlete-related elements will be maintained where possible, and only be adapted to the new context if absolutely necessary for Games operational reasons.
- Promote collaboration between all stakeholders and delivery partners to ensure relevant experience is leveraged to find creative solutions to simplify Games delivery from the viewpoint of reducing cost and implement COVID-19 countermeasures, including following points.
 - Encourage stakeholders to optimise their delegations working in Tokyo.
 - Ensure that focus of optimisation is placed across all areas including those with higher budget impacts.
 - Ensure adjusted plans per venue and stakeholders to optimise and streamline the services levels.
 - Reconsider non-core cultural elements of the Games.

COVID-19 Countermeasures

The COVID-19 pandemic has created a new set of challenges for the Tokyo 2020 Organising Committee and all related stakeholders as we work diligently to deliver a safe and secure Games for everyone involved, including the people of Tokyo and Japan. Ensuring the safety and peace of mind of athletes and their staff that come to Japan to compete in the Games is our top priority, and the support and first-hand knowledge we have received from both international and national federations as they return to play has been fundamental in our preparations for the Games.

With sporting events restarting in Japan as of July 2020, we have taken every opportunity to learn from the experiences of our domestic and international stakeholders to build a solid foundation of COVID-19 countermeasures that take into account the nature of each sport, discipline and the external and internal factors at play that could affect our Games operations. With the holding of Olympic and Paralympic Qualifying tournaments, as well our “READY STEADY TOKYO” Test Events which restarted in April 2021, we have been able to try, assess and improve our COVID-19 countermeasures in a constantly changing pandemic situation.

Coordination Meeting for COVID-19 countermeasures

Kick-starting the process to work in cooperation with the national government and stakeholders on these countermeasures, Tokyo 2020 took part in the first coordination meeting between the Japanese Government, the Tokyo Metropolitan Government and Tokyo 2020 Organisers on 4 September 2020, where the below main considerations were identified and have become the basis for our Games-time countermeasures:

- Infection control measures for athletes at competition venues
- Infection control measures for athletes in the Olympic and Paralympic Village
- Approach to testing athletes in the Olympic and Paralympic Village
- Rules and behaviour (code of conduct) for athletes
- Measures and rules by sport

As of May 2021, a further seven meetings have been held since the inaugural meeting, where discussions relating to infection control during immigration, international spectators, host towns, live sites, and the Torch Relay have taken place.

For more information on these coordination meetings, please click [here](#)



FIG President WATANABE Morinari shared knowledge of International Gymnastics



Coordination Meeting for COVID-19 countermeasures

Playbooks

In order to provide all Games stakeholders with COVID-19 guidelines specific to each stakeholder group and their needs, Tokyo 2020, together with the IOC and the IPC, created and published 'Playbooks' – a guide to how stakeholders can safely participate in this summer's Games. The Playbooks were released in February 2021 with updated versions being published in April 2021 (version 2) and June 2021 (version 3 – final version) to accommodate for the evolving pandemic situation worldwide. The Playbooks are the basis of our game plan to ensure all Olympic and Paralympic Games participants and the people of Japan stay safe and healthy this summer. The purpose of the Playbooks is to ensure that athletes and other participants know the rules that will keep everyone safe, achieving the goal of prioritising the health and safety of athletes at the Games.

They are based on the extensive work of the All Partners Task Force, which also includes the World Health Organization, the Government of Japan, the Tokyo Metropolitan Government, independent experts and organisations from across the world, as well as the interim report published by the Three-Party Council in December 2020.

Key principles of the athlete experience have been developed in consultation with the IOC Athletes' Commission.

In addition, they also draw upon the lessons learned from the successful measures being implemented in other sectors, including the successful resumption of thousands of international sports events across the world. The role of the Playbooks and their content has been produced to ensure the Games can take place safely in line with COVID-19 countermeasures.

The Playbooks have been made with all related Games stakeholders in mind (Marketing Partners, International Federations, Press, Broadcasters, Athletes and Officials, Olympic and Paralympic Family, Workforce).

Physical distancing and good hygiene measures must be followed throughout every individual's stay in Japan for your own health and safety, that of other Games participants, and for the people of Japan. Observance of these measures on the first 14 days is especially important, and your cooperation here will lead to the success of the Games.

For more information on each individual Playbook, please click [here](#)



COVID-19 Positive Case List (From 1 July onwards)

<https://olympics.com/tokyo-2020/en/news/covid-19-positive-case-list>

Games Overview

Games Schedule

- Official Name

Games of the XXXII Olympiad

- Period of the Games

Friday 23 July – Sunday 8 August 2021

- Number of Sports

33

- Official Name

Tokyo 2020 Paralympic Games

- Period of the Games

Tuesday 24 August – Sunday 5 September 2021

- Number of Sports

22

Games Vision

Sport has the power to change the world and our future.

The Tokyo 1964 Games completely transformed Japan.
The Tokyo 2020 Games, as the most innovative in history,
will bring positive reform to the world by building on three core concepts:

“Striving for your personal best (Achieving Personal Best)”

“Accepting one another (Unity in Diversity)”

“Passing on Legacy for the future (Connecting to Tomorrow)”

Games Motto

United by Emotion

Games Emblems



Harmonised chequered emblem

- The Games emblems are composed of checkered patterns in the traditional Japanese colour of indigo blue, and express a refined elegance that exemplifies Japan.
- Comprising three varieties of rectangular shapes, the designs incorporate the message of “Unity in Diversity.”
- Both the Olympic and Paralympic emblems consist of 45 rectangular shapes.

DOWNLOAD

You can download Emblems data and movie at
<https://media.tokyo2020.org/en/press-room/press-kit/>

The Tokyo 2020 Games by Numbers

11,090

Olympic Athlete quota



4,400

Paralympic Athlete quota



339

the number of events in the Olympic Programme*1

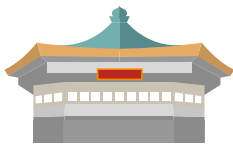
539

the number of events in the Paralympic Programme



43

venues, including 8 new permanent legacy sites*2



33

The number of Olympic sports. Karate, Skateboarding, Sport Climbing & Surfing to make their Olympic debut



22

The number of Paralympic Sports including the newly added Badminton and Taekwondo



All information is correct at time of publication / sources: Tokyo Metropolitan Government, Tokyo 2020

*1 Those numbers include 18 events added to the Tokyo 2020 Games

*2 The total numbers of Olympic and Paralympic Games



Olympic Sports

A total of 33 sports (339 events) will be featured in the Olympic Games Tokyo 2020.

Sports		
Aquatics	Football	Shooting
Archery	Golf	Skateboarding
Athletics	Gymnastics	Sport Climbing
Badminton	Handball	Surfing
Baseball/Softball	Hockey	Table Tennis
Basketball	Judo	Taekwondo
Boxing	Karate	Tennis
Canoe	Modern Pentathlon	Triathlon
Cycling	Rowing	Volleyball
Equestrian	Rugby	Weightlifting
Fencing	Sailing	Wrestling

The overall event programme for the Olympic Games Tokyo 2020 was approved by the Executive Board of the International Olympic Committee (IOC) in June 2017.

This approval marks a key milestone in the evolution of the Olympic programme by introducing youth - and urban - oriented sports, such as 3x3 Basketball and BMX Freestyle, as well as Sport Climbing and Skateboarding. In terms of athletes, six major sports will achieve gender balance for the first time (Canoe, Judo, Rowing, Sailing, Shooting and Weightlifting).

The IOC approval has led to a net increase of 15 events with an overall reduction of 285 athletes compared to the Rio 2016 Games.

New Events	
Aquatics (Swimming)	800m Freestyle (Men), 1500m Freestyle (Women), 4x100m Mixed Medley Relay
Archery	Mixed Team
Athletics	4x400m Mixed Relay
Basketball	3x3 Basketball (Men / Women)
Cycling (BMX Freestyle)	Park (Men / Women)
Cycling (Track)	Madison (Men / Women)
Fencing	Team Sabre (Men), Team Foil (Women)
Judo	Mixed Team
Table Tennis	Mixed Doubles
Triathlon	Mixed Relay

<https://olympics.com/tokyo-2020/en/sports/>



Paralympic Sports

A total of 22 sports (539 events) will feature at the Tokyo 2020 Paralympic Games. Taekwondo and Badminton will make their debut following their adoption by the IPC.

Sports		
Archery	Judo	Taekwondo
Badminton	Athletics	Triathlon
Boccia	Powerlifting	Wheelchair Basketball
Canoe	Swimming	Wheelchair Fencing
Cycling	Rowing	Wheelchair Rugby
Equestrian	Shooting	Wheelchair Tennis
Football 5-a-side	Sitting Volleyball	
Goalball	Table Tennis	

<https://olympics.com/tokyo-2020/en/paralympics/sports/>

Additional Sports for the Olympic Games Tokyo 2020

Tokyo 2020 is the first Organising Committee to embrace the opportunity to promote sports that are popular with younger generations, adding extra value to the Olympic Programme. The proposed 18 additional events – drawn from five very different sports – were approved at the 129th IOC Session in Rio in August 2016.

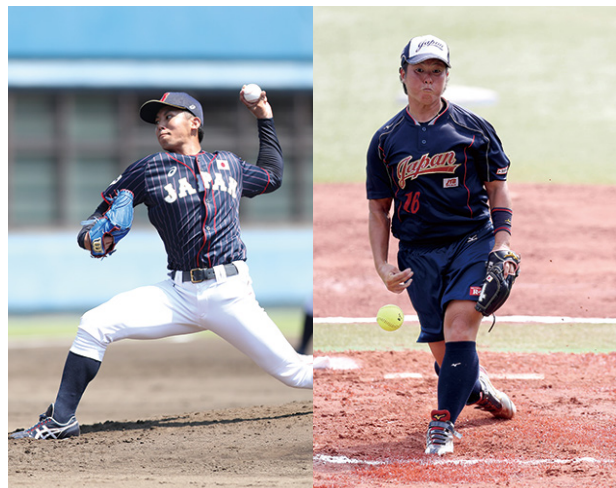
This package of events features both traditional and emerging, youth-focused events, all of which are popular in Japan and internationally. They reflect the Tokyo 2020 Games Vision and will act as a driving force to further promote the Olympic movement and its values, enhancing the Games by engaging the Japanese population and new audiences worldwide.

The five additional sports are as follows:

Baseball/Softball

Baseball and softball are hugely popular sports in Japan. These events will ignite public passion nationwide, engage fans of all generations and add tremendous value to the Tokyo 2020 Games.

Baseball will be a men's event, and softball a women's event.



Karate

Originating in Japan, Karate has grown into a truly international sport. Its inclusion in the Tokyo 2020 Games will showcase Japan's sporting culture to the world, capturing the imagination of global audiences.

Events will include Kata and Kumite in 6 weight categories, 3 for women and 3 for men.



Skateboarding

Skateboarding is the perfect addition to a Games that promises to be the most innovative in history. It will attract massive global attention, generate excitement among young people and enhance the sporting and the entertainment value of the Games.

Both Street Skateboarding and Park Skateboarding will be included in the programme.



Sport Climbing

The vision of sport climbing is “Faster, Higher, Stronger” with a fresh, youth-oriented approach, climbing will bring a new dimension to the Olympic Games- that of vertical elevation!

Events will include Bouldering (rock climbing performed without the use of ropes or harness), Lead and Speed Combined, for both men and women.



Surfing

Surfing will bring a dynamic sporting dimension to the Games. Surfing embodies youthful values, and its blend of high performance, style and integration with the surfing festival holds great appeal to young people.

The new events will feature Shortboard for men and women.



Tokyo's Second Paralympic Games

In 2021 Tokyo will become the first-ever city to host the Paralympic Games for a second time.

The Tokyo 2020 Paralympic Games will enable many people to witness firsthand the dynamic and breathtaking performances of Para athletes, as well as allow people to gain a deep understanding of the needs and rights of people with impairments. The Tokyo 2020 Paralympic Games will serve as a catalyst for Japan to become a fully inclusive society, leaving behind a legacy that will promote the importance of Paralympic Sports for future generations.

1964 >>>

The "Paralympic" designation derives from the first time athletes with impairments were able to use the same venues as those used for the Olympic Games. Its usage also began after the inclusion of athletes whose impairments do not require the use of a wheelchair. Tokyo 1964 made history, not only for being the first Paralympic Games in Asia, but also for coining the name 'Paralympic'. Though it was only a nickname used by the Organising Committee at the time, the term has been widely recognised in Japan well before 1989 when "Paralympic" became an official term after the establishment of the IPC (International Paralympic Committee). The 1964 Paralympic Games also served as the catalyst for Japan to promote greater participation in society of people with impairments, and the establishment of a support framework.



Along with delivering a successful Paralympics, the Tokyo 2020 Games aim to promote both tangible and intangible benefits including the creation of a barrier-free physical environment as well as a barrier-free mindset. Our ultimate goal is to create an urban environment in which everyone – regardless of any impairment – is able to lead a full and rewarding life.

>>> 2021

Venue Plan

Tokyo 2020's promise to deliver the Olympic and Paralympic Games that puts athletes first is embodied in the overall concept which places the athletes at the physical and inspirational centre of the Games in the heart of one of the world's major cities.

The Tokyo 2020 Games will utilise a total of 43 venues – 8 new permanent venues, 25 existing sites and 10 temporary venues. 42 of these 43 venues will be used for competitions of the Olympic Games, and 21 of them will be used for the Paralympic Games. Each venue has been designed and constructed to meet the needs of both athletes and local residents—allowing athletes to perform at their very best during the Games and local residents to use the facilities in their daily lives for years to come as part of the Tokyo 2020 legacy.

Tokyo 2020 venues are separated into three zones- Tokyo Bay Zone, Heritage Zone and Regional Zone. Tokyo Bay and Heritage Zones demonstrate our vision for the future, as well as the importance of respecting the legacy of the Olympic Games Tokyo 1964. The two connected zones appear on the map as an infinity symbol, which exemplifies Tokyo's infinite passion for athletes and sports and infinite potential to reach out to young people around the world.

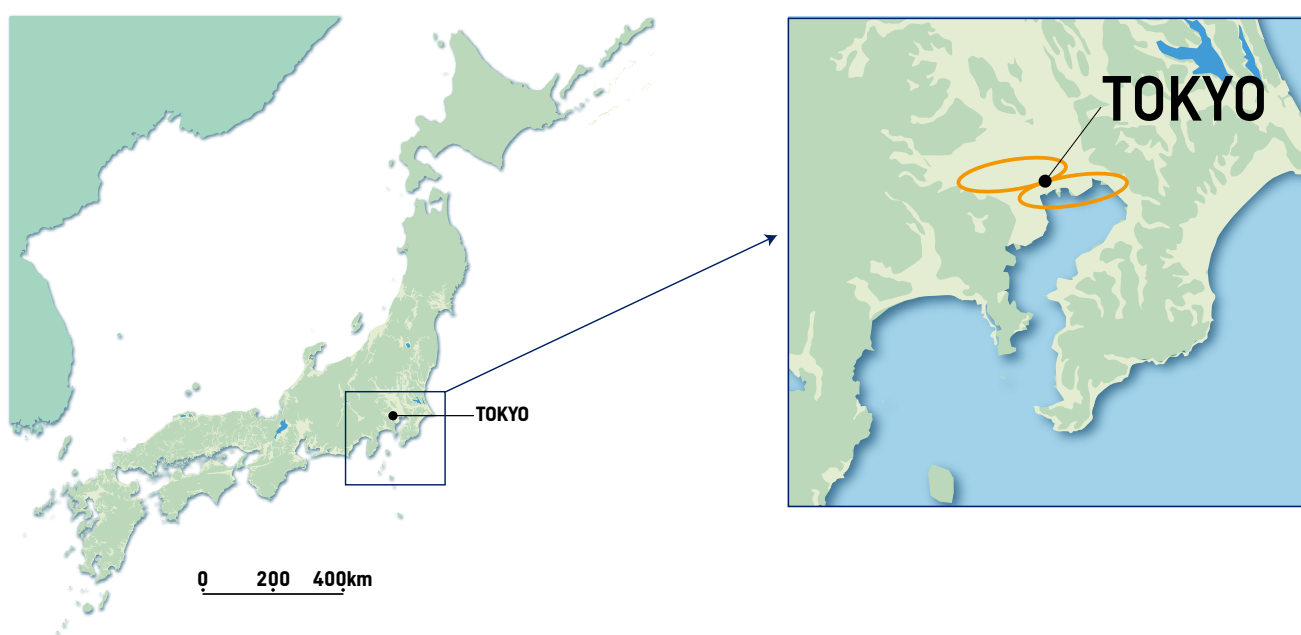
The Olympic and Paralympic Village is located right in the centre of these two zones, symbolising the athletes place at the heart of the Tokyo 2020 Games.

The Regional Zone comprises of 16 venues across the length and breadth of Japan, from as far north as Sapporo to as far south as Izu peninsular in Shizuoka. These regional venues bring the Olympic and Paralympic Games Tokyo 2020 to areas of Japan that have never before experienced international sporting events with the aim of leaving a positive legacy on local communities for generations to come.

With almost 60 per cent of the venues utilising existing facilities, Tokyo 2020 has embraced the Olympic Agenda 2020 to create a sustainable legacy for Japan's Olympic and Paralympic Games venues, while minimising construction costs. The existing venues, including some inherited from the Tokyo 1964 Games, will be modernised and refurbished to allow their legacy to be passed onto the next generation. The new permanent venues will herald a fresh, new legacy, bringing new facilities to the city-centre. Last but not least, the temporary venues will be located in spectacular settings, offering incredible backdrops for athletes, spectators and broadcasters alike.

<https://olympics.com/tokyo-2020/en/venues/>

<https://olympics.com/tokyo-2020/en/paralympics/venues/>



Olympic and Paralympic Games Venue Master Plan

Olympic Games Venue Master Plan as of December 2019
Paralympic Games Venue Master Plan as of April 2019

HERITAGE ZONE

□ ... Olympic Games △ ... Paralympic Games

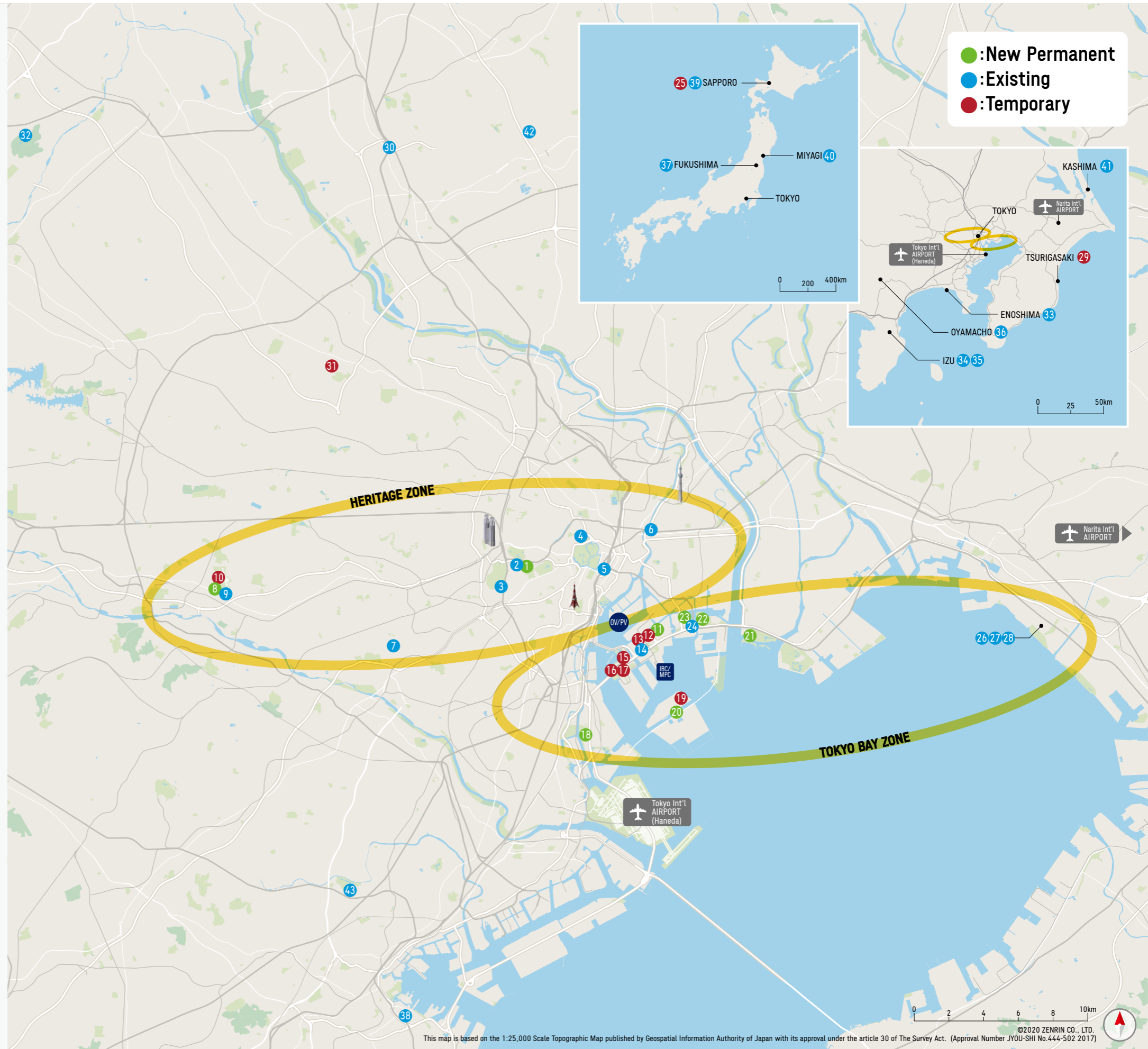
- 1 Olympic Stadium**
 - △ Opening and Closing Ceremonies, Athletics
 - Football
- 2 Tokyo Metropolitan Gymnasium**
 - △ Table Tennis
- 3 Yoyogi National Stadium**
 - Handball
 - △ Badminton, Wheelchair Rugby
- 4 Nippon Budokan**
 - △ Judo
 - Karate
- 5 Tokyo International Forum**
 - Weightlifting
 - △ Powerlifting
- 6 Kokugikan Arena**
 - Boxing
- 7 Equestrian Park**
 - Equestrian (Dressage, Eventing, Jumping)
 - △ Equestrian
- 8 Musashino Forest Sport Plaza**
 - Badminton, Modern Pentathlon
 - △ Wheelchair Basketball
- 9 Tokyo Stadium**
 - Football, Rugby, Modern Pentathlon
- 10 Musashinonomori Park**
 - Cycling (Road)

TOKYO BAY ZONE

- 11 Ariake Arena**
 - Volleyball (Volleyball)
 - △ Wheelchair Basketball
- 12 Ariake Gymnastics Centre**
 - Gymnastics
 - △ Boccia
- 13 Ariake Urban Sports Park**
 - Cycling (BMX Freestyle, BMX Racing), Skateboarding
- 14 Ariake Tennis Park**
 - Tennis
 - △ Wheelchair Tennis
- 15 Odaiba Marine Park**
 - △ Triathlon
 - Aquatics (Marathon Swimming)
- 16 Shiokaze Park**
 - Volleyball (Beach Volleyball)
- 17 Aomi Urban Sports Park**
 - 3x3 Basketball, Sport Climbing
 - △ Football 5-a-side
- 18 Oi Hockey Stadium**
 - Hockey
- 19 Sea Forest Cross-Country Course**
 - Equestrian (Eventing (Cross Country))
- 20 Sea Forest Waterway**
 - Canoe (Sprint), Rowing
 - △ Canoe, Rowing
- 21 Kasai Canoe Slalom Centre**
 - Canoe (Slalom)
- 22 Yumenoshima Park Archery Field**
 - △ Archery
- 23 Tokyo Aquatics Centre**
 - Aquatics (Swimming, Diving, Artistic Swimming)
 - △ Swimming
- 24 Tatsumi Water Polo Centre**
 - Aquatics (Water Polo)
- 26 Makuhari Messe Hall A**
 - Taekwondo, Wrestling
 - △ Sitting Volleyball
- 27 Makuhari Messe Hall B**
 - Fencing
 - △ Taekwondo, Wheelchair Fencing
- 28 Makuhari Messe Hall C**
 - △ Goalball

OTHER VENUES

- 25 Sapporo Odori Park**
 - Athletics (Marathon, Race Walk)
- 29 Tsurigasaki Surfing Beach**
 - Surfing
- 30 Saitama Super Arena**
 - Basketball (Basketball)
- 31 Asaka Shooting Range**
 - △ Shooting
- 32 Kasumigaseki Country Club**
 - Golf
- 33 Enoshima Yacht Harbour**
 - Sailing
- 34 Izu Velodrome**
 - △ Cycling (Track)
- 35 Izu MTB Course**
 - Cycling (Mountain Bike)
- 36 Fuji International Speedway**
 - △ Cycling (Road)
- 37 Fukushima Azuma Baseball Stadium**
 - Baseball/Softball
- 38 Yokohama Baseball Stadium**
 - Baseball/Softball
- 39 Sapporo Dome**
 - Football
- 40 Miyagi Stadium**
 - Football
- 41 Ibaraki Kashima Stadium**
 - Football
- 42 Saitama Stadium**
 - Football
- 43 International Stadium Yokohama**
 - Football



This map is based on the 1:25,000 Scale Topographic Map published by Geospatial Information Authority of Japan with its approval under the article 30 of The Survey Act. (Approval Number JYOU-SHI No.444-502 2017) ©2020 ZENRIN CO., LTD.

Olympic/Paralympic Village	IBC/MPC Tokyo International Exhibition Centre (Tokyo Big Sight)	Motorway	Japan railway
Competition Venue		Major urban arterial network	Private railway

Venue List

Number	Venues	Olympic Sports	Paralympic Sports
①	Olympic Stadium	Opening and Closing Ceremonies, Athletics, Football	Opening and Closing Ceremonies, Athletics
②	Tokyo Metropolitan Gymnasium	Table Tennis	Table Tennis
③	Yoyogi National Stadium	Handball	Badminton, Wheelchair Rugby
④	Nippon Budokan	Judo, Karate	Judo
⑤	Tokyo International Forum	Weightlifting	Powerlifting
⑥	Kokugikan Arena	Boxing	—
⑦	Equestrian Park	Equestrian (Dressage, Eventing, Jumping)	Equestrian
⑧	Musashino Forest Sport Plaza	Badminton, Modern Pentathlon	Wheelchair Basketball
⑨	Tokyo Stadium	Football, Modern Pentathlon, Rugby	—
⑩	Musashinonomori Park	Cycling (Road)	—
⑪	Ariake Arena	Volleyball (Volleyball)	Wheelchair Basketball
⑫	Ariake Gymnastics Centre	Gymnastics	Boccia
⑬	Ariake Urban Sports Park	Cycling (BMX Freestyle, BMX Racing), Skateboarding	—
⑭	Ariake Tennis Park	Tennis	Wheelchair Tennis
⑮	Odaiba Marine Park	Aquatics (Marathon Swimming), Triathlon	Triathlon
⑯	Shiokaze Park	Volleyball (Beach Volleyball)	—
⑰	Aomi Urban Sports Park	Basketball (3x3 Basketball), Sport Climbing	Football 5-a-side
⑱	Oi Hockey Stadium	Hockey	—
⑲	Sea Forest Cross-Country Course	Equestrian (Eventing (Cross-Country))	—
⑳	Sea Forest Waterway	Canoe (Sprint), Rowing	Canoe, Rowing
㉑	Kasai Canoe Slalom Centre	Canoe (Slalom)	—
㉒	Yumenoshima Park Archery Field	Archery	Archery
㉓	Tokyo Aquatics Centre	Aquatics (Swimming, Diving, Artistic Swimming)	Swimming
㉔	Tatsumi Water Polo Centre	Aquatics (Water Polo)	—
㉕	Sapporo Odori Park	Athletics (Marathon, Race Walk)	—

Number	Venues	Olympic Sports	Paralympic Sports
㉖	Makuhari Messe Hall A	Taekwondo, Wrestling	Sitting Volleyball
㉗	Makuhari Messe Hall B	Fencing	Taekwondo, Wheelchair Fencing
㉘	Makuhari Messe Hall C	—	Goalball
㉙	Tsurigasaki Surfing Beach	Surfing	—
㉚	Saitama Super Arena	Basketball (Basketball)	—
㉛	Asaka Shooting Range	Shooting	Shooting
㉜	Kasumigaseki Country Club	Golf	—
㉝	Enoshima Yacht Harbour	Sailing	—
㉞	Izu Velodrome	Cycling (Track)	Cycling (Track)
㉟	Izu MTB Course	Cycling (Mountain Bike)	—
㊱	Fuji International Speedway	Cycling (Road)	Cycling (Road)
㊲	Fukushima Azuma Baseball Stadium	Baseball, Softball	—
㊳	Yokohama Baseball Stadium	Baseball, Softball	—
㊴	Sapporo Dome	Football	—
㊵	Miyagi Stadium	Football	—
㊶	Ibaraki Kashima Stadium	Football	—
㊷	Saitama Stadium	Football	—
㊸	International Stadium Yokohama	Football	—
OV PV	Olympic / Paralympic Village	—	—
IBC/ MPC	IBC/MPC Tokyo International Exhibition Centre (Tokyo Big Sight)	—	—

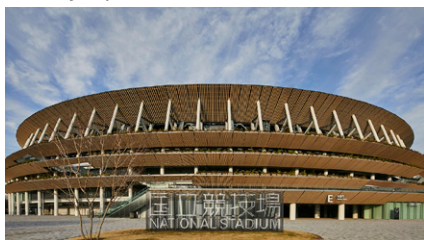
● New Permanent ● Existing ● Temporary

Venue List

● New Permanent ● Existing ● Temporary

Olympic Sports
Paralympic Sports

1 Olympic Stadium OLS



The National Stadium was used as the main stadium for the Tokyo 1964 Olympic Games, and has been rebuilt as a brand new stadium for the Tokyo 2020 Games. The Opening and Closing ceremonies of the Tokyo 2020 Games will be held here along with Athletics events and Football matches. After the 2020 Games are over, the stadium will be used for sporting and cultural events.

Opening and Closing Ceremonies / Athletics / Football
Opening and Closing Ceremonies / Athletics

2 Tokyo Metropolitan Gymnasium TGY



This facility is one of the legacy venues of the 1964 Olympic Games. It served as the main arena for Tokyo 1964, hosting the gymnastics events and water polo, which was held in the venue's indoor pool.

Table Tennis
Table Tennis

3 Yoyogi National Stadium YNS



Courtesy of JAPAN SPORT COUNCIL

This venue was constructed to stage the Aquatics and Basketball competitions for the Tokyo 1964 Games. The arena is famous for its suspension roof design, which has earned international acclaim.

Handball
Badminton / Wheelchair Rugby

4 Nippon Budokan NBK



©Nippon Budokan Foundation

The Nippon Budokan is known as the spiritual home of Japanese martial arts – especially judo. At the 1964 Games, judo made its debut as an Olympic sport, with competitions being held here.

Judo / Karate
Judo

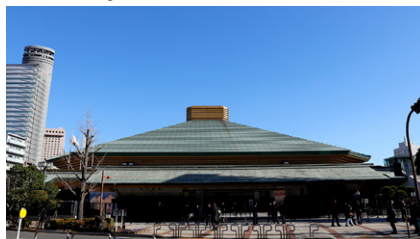
5 Tokyo International Forum TIF



The Tokyo International Forum is a multi-purpose exhibition centre comprised of eight main halls of various sizes, exhibition spaces and other facilities. The structure features swooping curves of steel and glass, with an exterior design resembling an elongated boat.

Weightlifting
Powerlifting

6 Kokugikan Arena KKG



This venue is the spiritual home of the Japanese national sport of sumo wrestling. The interior is designed in a bowl shape to allow spectators to easily view the sumo bouts in the centre of the auditorium from wherever they are seated.

Boxing
-

7 Equestrian Park EQP



This 1964 Olympic legacy venue hosted the Equestrian competitions at the Tokyo 1964 Games. The park currently serves as a main centre for the promotion of horse riding and equestrian competitions.

Equestrian (Dressage, Eventing, Jumping)
Equestrian

8 Musashino Forest Sport Plaza MFS



This facility is located close to Tokyo Stadium and will serve as a multi-purpose sports venue. The main arena will boast a seating capacity of over 10,000 spectators.

Badminton / Modern Pentathlon (Fencing)
Wheelchair Basketball

9 Tokyo Stadium TOS



This multi-purpose stadium is used for a variety of activities, and is particularly well known as a leading venue for football matches. It was home to eight matches during the Rugby World Cup 2019 in Japan and has a capacity just shy of 50,000.

Football / Modern Pentathlon / Rugby
-

Venue List

● New Permanent
 ● Existing
 ● Temporary
 Olympic Sports
 Paralympic Sports

10 Musashinomori Park **MUP**



This is a perspective image. It may differ from the actual building.

This venue will be used as the start line for the Cycling Road Race. The park is surrounded by the wide expanse of Musashino Forest, and both riders and spectators will be able to enjoy lush greenery and beautiful views.

Cycling(Road)

-

11 Ariake Arena **ARA**



The Post Games-time Image as of Jan 2019 / ©Tokyo Metropolitan Government

This is a new arena in the northern part of Tokyo's Ariake district. After the Tokyo 2020 Games, the arena will become a new sporting and cultural centre with a seating capacity for approx.15,000 spectators.

Volleyball (Volleyball)

Wheelchair Basketball

12 Ariake Gymnastics Centre **AGC**



This temporary venue is also located in the northern part of Tokyo's Ariake district. According to Tokyo Metropolitan Government's plan, the venue will be used as an exhibition hall after the Games.

Gymnastics

Boccia

13 Ariake Urban Sports Park **ASP**



This is a perspective image. It may differ from the actual building.

This course is located in the Ariake district, which is located in the stunning waterfront area close to the Athletes' Village and the Big Sight venue, which will house the IBC and the MPC. The venue is one of the main centres for urban sports.

Cycling (BMX Freestyle, BMX Racing) / Skateboarding

-

14 Ariake Tennis Park **ART**



The Post Games-time Image as of Jan 2019 / ©Tokyo Metropolitan Government

Ariake Tennis Park is one of the main tennis facilities in the country, featuring the Ariake Coliseum centre court and fully equipped with show courts, indoor courts and outdoor courts.

Tennis

Wheelchair Tennis

15 Odaiba Marine Park **OMP**



This is a perspective image. It may differ from the actual building.

The Odaiba Marine Park offers visitors a rich harmony of natural greenery, the ocean and stunning views of Tokyo's futuristic cityscape including the nearby Rainbow Bridge. During the Tokyo 2020 Games, a temporary venue will be set up in the park.

Aquatics (Marathon Swimming) / Triathlon

Triathlon

16 Shiohaze Park **SHP**



This is a perspective image. It may differ from the actual building.

This park affords exquisite views of Tokyo's iconic Rainbow Bridge and the beautiful Tokyo Bay. During the Tokyo 2020 Games, a temporary venue will be set up in the park for the beach volleyball events.

Volleyball (Beach Volleyball)

-

17 Aomi Urban Sports Park **AUP**



This is a perspective image. It may differ from the actual building.

The Aomi Urban Sports Venue is a temporary venue in the waterfront Aomi district and is also situated conveniently close to the Athletes' Village. With views across the iconic Tokyo Bay, this venue will serve as a symbol of our efforts to engage the youth of the world at the Tokyo 2020 Games.

Basketball (3x3 Basketball) / Sport Climbing

Football 5-a-side

18 Oi Hockey Stadium **OHS**



This facility is constructed in the Oi Pier Ocean Park. Plans are underway for the venue to be used for Hockey and as a multi-purpose sports facility after the 2020 Games.

Hockey

-

Venue List

● New Permanent
 ● Existing
 ● Temporary
 Olympic Sports
Paralympic Sports

19 Sea Forest Cross-Country Course **SFC**



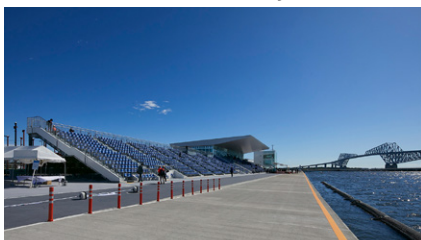
This is a perspective image. It may differ from the actual building.

This area of reclaimed land offers superb views of Tokyo Bay and Tokyo's dramatic cityscape. A temporary course will be constructed here for the Equestrian Cross Country competition during the 2020 Games.

Equestrian (Eventing (Cross-Country))

-

20 Sea Forest Waterway **SFW**



The rowing and canoe course is constructed in Tokyo waterfront site, which is also located close to central Tokyo. Following the 2020 Games, the course will be used for international rowing and canoe competitions, and will become one of the premier locations in Asia for water sports.

Canoe (Sprint) / Rowing

Canoe / Rowing

21 Kasai Canoe Slalom Centre **KSC**



The Games-time Image as of May 2016 / ©Tokyo Metropolitan Government

The Canoe Slalom Course is the first manmade course of its kind in Japan and is newly constructed on land adjoining the Kasai Rinkai Park. After the 2020 Games, the facility will be used for a wide range of water sports and leisure activities.

Canoe (Slalom)

-

22 Yumenoshima Park Archery Field **YAF**



This is a perspective image. It may differ from the actual building.

An archery field has been constructed in the park area of the Dream Island site. Following the 2020 Games, the facility will house archery competitions and be used for a wide range of other activities.

Archery

Archery

23 Tokyo Aquatics Centre **TAC**



The Post Games-time Image as of Jan 2019 / ©Tokyo Metropolitan Government

This venue is located in the Tatsumi-no-Mori Seaside Park. Following the 2020 Games, the Tokyo Aquatics Centre will host domestic and international competitions.

Aquatics (Swimming, Diving, Artistic Swimming)

Swimming

24 Tatsumi Water Polo Centre **TWC**



This iconic and spacious venue has been designed to serve as the main facility for Swimming and other water sports in the Tokyo area.

Aquatics (Water Polo)

-

25 Sapporo Odori Park **SOP**



Sapporo Odori Park has been designated as the venue for the Olympic Marathon and Olympic Race Walking events. Located in the centre of Sapporo City, the park is approximately 1.5km long and covers an area of about 7.8ha. With beautiful flowerbeds, green grass and trees, the park is a popular event venue and attracts many tourists and citizens all year round.

Athletics (Marathon, Race Walk)

-

26 27 28 Makuhari Messe **MMA MMB MMC**



This large-scale convention centre spans some 210,000 square metres and consists of three major zones – the International Exhibition Hall, the International Conference Hall, and the Makuhari Event Hall. The centre is located in Chiba City, Chiba Prefecture.

Fencing / Taekwondo / Wrestling

Goalball / Sitting Volleyball / Taekwondo / Wheelchair Fencing

29 Tsurigasaki Surfing Beach **TSB**



Surfing will be making its debut at the Tokyo 2020 Games, and competitions will be held here at Tsurigasaki Surfing Beach. Boasting world-class waves, this beach attracts lots of surfers each year and is located in Ichinomiya town on Chiba Prefecture's Pacific coastline.

Surfing

-

Venue List

● New Permanent ● Existing ● Temporary

Olympic Sports
Paralympic Sports

30 Saitama Super Arena **SSA**



This facility, located in Saitama City, is one of Japan's largest multi-purpose venues, hosting sporting competitions, concerts, conferences and many other events.

Basketball (Basketball)

-

31 Asaka Shooting Range **ASR**



The Shooting competitions for the Tokyo 1964 Games were also staged here at Asaka Shooting Range. During the 2020 Games, an Olympic-standard temporary facility will be constructed at this site.

Shooting

Shooting

32 Kasumigaseki Country Club **KCC**



Photo by Koji Aoki/AFLO

This golf course extends out across the verdant Musashino Hills. The club has a history spanning over 80 years, and the course was designed by golf architects who understood the importance of preserving and passing on the traditions of golf to future generations. The club is located in Kawagoe City, Saitama Prefecture.

Golf

-

33 Enoshima Yacht Harbour **EYH**



The Enoshima Yacht Harbour is located in Fujisawa City, Kanagawa Prefecture and was constructed for use at the 1964 Games, making it yet another 1964 Olympic legacy venue. This venue is Japan's first ever harbour capable of hosting water sport competitions.

Sailing

-

34 Izu Velodrome **IVD**



TrackDesign@Ralph Schurmann

This indoor venue located in Izu City, Shizuoka Prefecture, houses a 250m wooden cycling track that fully complies with the technical standards required by the Union Cycliste Internationale, the world governing body for cycling.

Cycling (Track)

Cycling (Track)

35 Izu MTB Course **IMB**



This is a perspective image. It may differ from the actual building.

This off-road course, also located in Izu City, Shizuoka Prefecture, measures 4,100m in length with elevations of up to 85m.

Cycling (Mountain Bike)

-

36 Fuji International Speedway **FSW**



This is the closest circuit to the Greater Tokyo Area. In addition to being the most recent international motor race course, the venue also boasts the most up to date facilities for race personnel and members of the media, and is an excellent venue to host such a major international event.

Cycling (Road)

Cycling (Road)

37 Fukushima Azuma Baseball Stadium **FAS**



Located in Fukushima City, Fukushima Prefecture, the stadium is part of the Azuma Sports Park, which is divided into four recreational spaces: the Sports Area, the Nature Area, the Family Area and the History Area. Baseball and Softball have been included in the Tokyo 2020 Games as additional events and several matches will be hosted here.

Baseball / Softball

-

38 Yokohama Baseball Stadium **YBS**



©Yokohama Stadium

Located in Yokohama Park, Kanagawa Prefecture, the Yokohama baseball Stadium is Japan's first ever multi-purpose stadium. It also serves as home to one of Japan's professional baseball teams. Baseball and Softball have been included in the 2020 Olympic Programme as additional events, and the stadium will host several matches.

Baseball / Softball

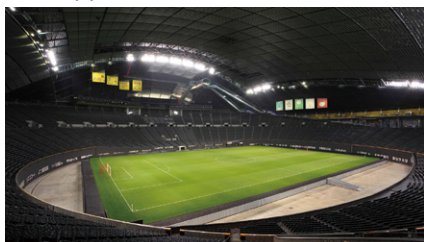
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Venue List

● New Permanent ● Existing ● Temporary

Olympic Sports
Paralympic Sports

39 Sapporo Dome SDO



©SAPPORO DOME Co.,Ltd

This stadium is home to one Japanese professional football team and one baseball team. This all-weather dome-shaped stadium is located in Sapporo City in Japan's northernmost island of Hokkaido.

Football

-

40 Miyagi Stadium MIS



©Miyagi Sport Association

The roof that covers spectator seating at the Miyagi Stadium was designed to evoke images of the crescent moon that adorned the helmet of Date Masamune, a 16th century feudal lord who reigned over an area that includes the present-day Miyagi Prefecture. The stadium is situated in the town of Rifu in Miyagi Prefecture and is mainly used to stage athletics competitions and football matches.

Football

-

41 Ibaraki Kashima Stadium IKS



Located in Kashima City, Ibaraki Prefecture, the Ibaraki Kashima Stadium is a dedicated football stadium with a natural grass pitch and excellent views from all seats. The stadium is home to the Japanese professional football team.

Football

-

42 Saitama Stadium SAS



This stadium, located in Saitama City, Saitama Prefecture, is the largest dedicated football stadium in Japan and one of the largest in Asia with a capacity of up to 62,700.

Football

-

43 International Stadium Yokohama ISY



Located in Yokohama City, Kanagawa Prefecture, this multi-purpose sports stadium boasts a seating capacity for 72,327 spectators – the largest seating capacity of any stadium in Japan.

Football

-

OV PV Olympic Village / Paralympic Village



This is the current image of the Olympic and Paralympic Village and is subject to change.

The Olympic and Paralympic Village, has been developed on a 44-hectare plot located in the Harumi waterfront district of Tokyo. Its residential buildings are equipped with 18,000 beds for the Olympic Games and 8,000 beds for the Paralympic Games. After being temporarily used for the Games, the residential buildings will be renovated and sold as apartments together with newly constructed tower blocks.

IBC/MPC IBC/MPC Tokyo International Exhibition Centre (Tokyo Big Sight)



Spanning some 265,700 square metres, Tokyo Big Sight is the largest convention and exhibition centre in Japan. During the Tokyo 2020 Games, the complex will house the International Broadcast Centre and the Main Press Centre.

Pictograms

In line with the Tokyo 2020 brand concept of “Innovation from Harmony”, the Tokyo 2020 sport pictograms are designed to subtly communicate the characteristics and athleticism of each sport, as well as artistically highlights the dynamism of athletes. They will play a key role in enhancing the experience of athletes and spectators alike during the Olympic and Paralympic Games.

By innovating the Tokyo 1964 pictograms, the Tokyo 2020 pictograms not only adhere to the objective of communicating information, but also are designed to display athletes' vibrant movements in a fun and engaging way.

The Tokyo 2020 Olympic sport pictograms

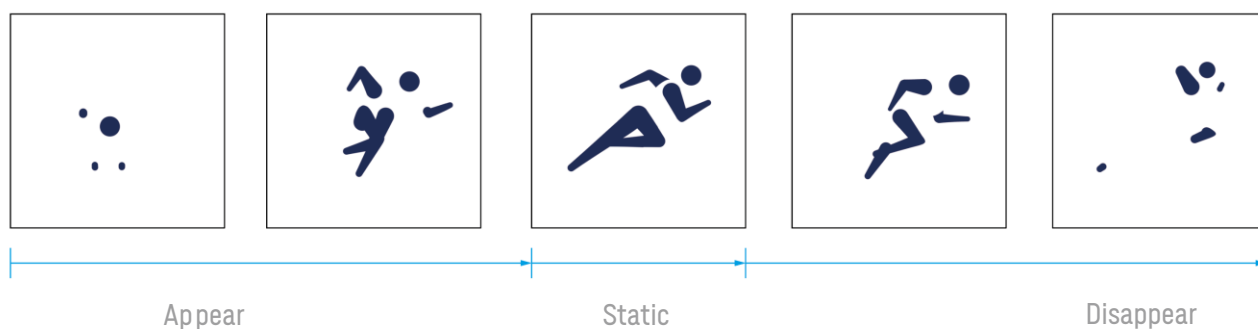


The Tokyo 2020 Paralympic sport pictograms



Tokyo 2020 Unveils Kinetic Sport Pictograms

Official Olympic and Paralympic kinetic sport pictograms have been created for the first time in the history of the Olympic and Paralympic Games. There are a total of 50 pictograms covering 33 Olympic sports and 23 covering 22 Paralympic sports. Their innovative designs aim to reflect the modern era and enhance spectator enjoyment of the events, both at venues, on social and digital media and via TV broadcasting to national and global audiences. In order to reproduce the original pictograms dynamically, the Tokyo 2020 kinetic sport pictograms appear as a series of three movements: appear, static, and disappear. These imitate the three-dimensional movements of athletes in two dimensions and are able to express dynamic motions such as twists and turns. These kinetic sport pictograms will be used to depict individual sports at competition venues and during the broadcast of events. They will also be used on the Tokyo 2020 website and social media channels as well as featuring in digital signage.





Test Events

A test event is an opportunity to assess the operational capabilities of Games venues, as well as to test various processes related to the sporting events held in those venues, prior to the Games in order to ensure the successful operation of the Olympic and Paralympic Games. As of July 2021, 56 test events (39 pre-postponement and 17 post-postponement) have been held in preparation for the Games. Some of these test events were part of existing scheduled domestic and international sporting events organised by International or National Federations that were taking place in Japan during the build-up to the Tokyo 2020 Games, while others were dedicated Olympic and Paralympic test events organised by Tokyo 2020. The official brand name for test events organised by Tokyo 2020 is “READY STEADY TOKYO”.

“READY STEADY TOKYO” expresses the excitement that continues to build-up as the Olympic and Paralympic Games Tokyo 2020 edge closer. It derives from “ready, steady, go!”, with “STEADY” signifying that Tokyo 2020 is steadily continuing towards the successful delivery of the Games. The overall message of the brand is “We are ready and excited to deliver Tokyo 2020”. Let’s stay focused as we move toward the Games.

Since the re-starting of test events in April 2021, Tokyo 2020 has held 16 “READY STEADY TOKYO” test events (correct as of May 2021). These test events have been held both with and without spectators, and gave organisers, athletes, national and international federations opportunities to test several elements necessary for the successful operation of the Games.

<https://olympics.com/tokyo-2020/en/games/rst-test-events/>



Tokyo 2020 Olympic and Paralympic Torch Relays

The Tokyo 2020 Olympic Torch Relay began with the kindling of the Olympic flame by the rays of the sun in Olympia, Greece, on 12 March 2020 and the flame arrived at Japan Air Self-Defence Force Matsushima Air Base in Miyagi Prefecture on 20 March 2020, which was transported by a special “Tokyo 2020 Go” jet. However, in light of the Games’ postponement, on 25 March, Tokyo 2020 announced that it would postpone the Olympic Torch Relay scheduled to start on 26 March 2020. The Olympic flame was kept on display in Japan and reappeared at the Grand Start ceremony in Fukushima prefecture. During the ceremony, the Olympic flame was carried by the first torchbearers—members of the “Nadeshiko Japan” women’s football team. The Olympic flame commenced its journey at the National Training Center J-Village in Fukushima prefecture on 25 March 2021, ten years to the month since the Great East Japan Earthquake. It traverses Japan for 121 days, taking in some of the areas affected by the disaster that are still in the process of recovery, aiming to give hope and inspiration to people all over Japan, and will complete its journey on 23 July, the day of the Opening Ceremony of the Olympic Games Tokyo 2020.

About the Tokyo 2020 Olympic Torch Relay <https://olympics.com/tokyo-2020/en/torch/about/>

Tokyo 2020 Olympic Flame FAQs <https://olympics.com/tokyo-2020/en/torch/news/faqs-tokyo-2020-olympic-flame>

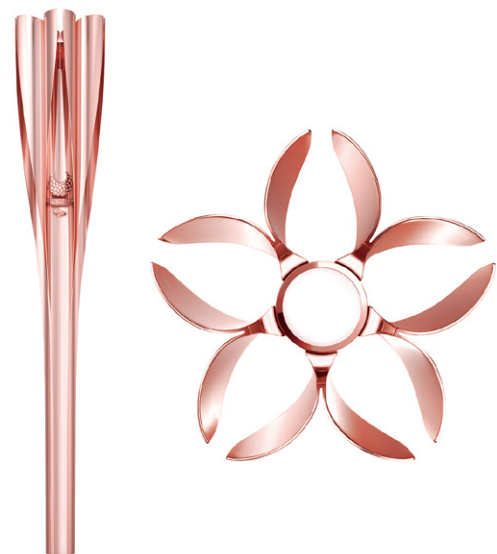
Torch

The torch used for the Tokyo 2020 Torch Relay has been designed in the shape of a cherry blossom – a flower close to the hearts of all Japanese people. The torch has been created in a traditional form using the same technology for extracting aluminium as is used in the production of the Shinkansen bullet train. The torch is completely seamless and produced from a single sheet of metal. Part of the material from which the torch is made is recycled aluminium* originally used in the construction of emergency housing units in the aftermath of the Great East Japan Earthquake. The temporary units used to house those affected by the disaster have been transformed into the torch as a symbol of peace, and communicate the steps taken toward reconstruction of the disaster-affected areas.

*Approx. 30 per cent of the torch is made from recycled aluminium.



Tokyo 2020 Olympic Torch Color: Sakura Gold



Tokyo 2020 Paralympic Torch Colour: Sakura Pink

The special display of the “Flame of Recovery”

In accordance with the importance being placed on the Tokyo 2020 Games as the “Reconstruction Games” and in line with the Tokyo 2020 Olympic Torch Relay concept “Hope Lights Our Way”, the torch relay will also serve as a symbol of hope for the areas worst affected by the Great East Japan Earthquake. To enable the people from the disaster-affected areas who have worked so hard in the reconstruction and recovery of their local communities to view the Olympic flame after it arrives from Greece, the Special display of the “Flame of Recovery” was held in Miyagi (on 20 – 21 March 2020), Iwate (on 22 – 23 March 2020) and Fukushima (on 24 – 25 March 2020) prefectures.



Special display of the “Flame of Recovery” in Fukushima

Olympic Flame

With the postponement of the Olympic Games Tokyo 2020, the Olympic Flame rested in Japan as a powerful symbol of hope and commitment towards the rescheduled Games. It is unique that an Olympic Flame rests in a host nation for twelve months or more and the challenging global context which has caused the extended stay is even more remarkable. The Flame represents eternal Olympic values and heritage allied to hope and expectation. It represents a guiding light to help communities around Japan and the rest of the world sustain themselves during the most difficult of times with the vision of a re-scheduled Olympic Games uniting the world in peace, friendship and respect. The Olympic Flame Display took place before the commencement of the Olympic Torch Relay on 25 March 2021.



Flame Lighting Ceremony in Greece



NOMURA Tadahiro and YOSHIDA Saori, representatives of the Tokyo2020, holding aloft the lantern containing the Olympic flame

Tokyo 2020 Olympic Torch Relay

The concept of the Tokyo 2020 Torch Relay is “Hope Lights Our Way”. The Relay travels all 47 prefectures in Japan, showcasing the varied cultural and scenic attractions of each region. The Relay commenced on 25 March 2021 in Fukushima Prefecture, and started its journey southwards. It traversed the inland prefectures of central Japan, coinciding with the bloom of Japan's famous cherry blossoms, which typically bloom there in early April. The flame traverses Japan for a total of 121 days. In addition to building excitement across the country ahead of the Tokyo 2020 Games and promoting the Olympic values, the Torch Relay is aimed at showcasing solidarity with the regions still recovering from the 2011 earthquake and tsunami under its slogan “Hope Lights Our Way”. While the Olympic Torch Relay had been postponed one year, Tokyo 2020 remains positive that the flame keep traveling across Japan and inspiring thousands of people with its positive message of hope.



Olympic Torch Relay in Osaka



Olympic Torch Relay in Okinawa

Tokyo 2020 Paralympic Torch Relay

In line with the concept “Share Your Light”, the Tokyo 2020 Paralympic Torch Relay aims to raise excitement and create a festive-like atmosphere for the Paralympics. The Torch Relay is scheduled to take place from 13 August – four days after the closing of the Olympic Games, to 25 August – the day of the Opening Ceremony of the Tokyo 2020 Paralympic Games. Groups of three torchbearers will personify the Tokyo 2020 Paralympic Torch Relay. Three people meeting each other for the first time will come together to form teams of torchbearers. It is hoped that the new encounters that occur through taking part in the Torch Relay will prompt people to contemplate diversity and come to realise the wide-ranging benefits of a fully inclusive society. While the Paralympic Torch Relay had also been postponed one year, Tokyo 2020 looks forward to the day the flame will be shown across Japan and inspire thousands of people with the message of “Share your Light”.

Engaging the Public

The Tokyo 2020 Games will be different to any previous Olympic and Paralympic Games—and that means different ways of engaging the public. With the support of its partners, Tokyo 2020 is leveraging innovative digital solutions to share the magic of the Olympic and Paralympic Games with fans and supporters around the world, and to help make sure that no matter where they are, their cheers will reach the athletes competing in Tokyo.

Under the umbrella project "TOKYO 2020 Share the Passion", Olympic and Paralympic fans can upload videos and messages of support for athletes to social media—with some of those messages making it directly into the venues. Meanwhile, Olympic Broadcasting Services engagement initiatives will not only bring fan support directly into the venues but also connect athletes with their families and friends at home.

Tokyo 2020 Share the Passion: Bringing Your Cheers From All Over the World to Tokyo

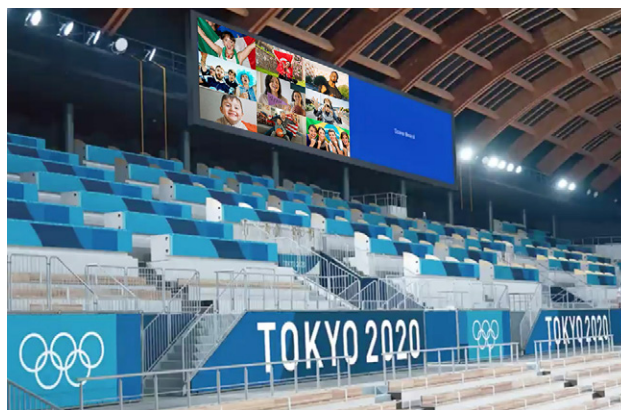
Make the Beat!

The official Tokyo 2020 beat, a melodic rhythm fans can dance or clap along to, was created using Olympic World Partner Intel Corporation's AI technology from a range of 1,000 different sound samples reflecting the themes of sports, Japanese culture, daily life and nature. Throughout the Games, fans are invited to film themselves clapping, dancing, cheering, or performing to the rhythm of the 2020beat and upload the video to the social media platform of their choice (TikTok, Instagram, Twitter or Facebook) using the hashtag #2020beat. Submitted videos will be automatically screened using Alibaba Cloud technology, and a selection will be shown on the big screen at certain competition venues during the Games.

For more information, please visit <https://makethebeat.tokyo2020.org/en/>

#DearAthletes

The 2020 isn't the only way for fans to share their support from afar. Fans with social media accounts—TikTok, Instagram, Facebook or Twitter—are invited to post videos of themselves cheering or message of support or encouragement for athletes, hashtagged #DearAthletes. Once again, a selection of these messages and videos will be displayed on the big screen at certain competition venues during the Games.



Creation and posting of video and/or text messages



Display of a selection of the videos and messages on video screens at competition venues

Olympic Broadcasting Services (OBS) Fan Engagement

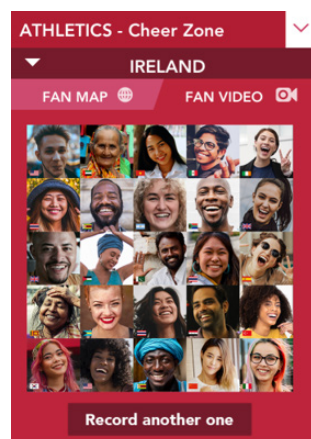
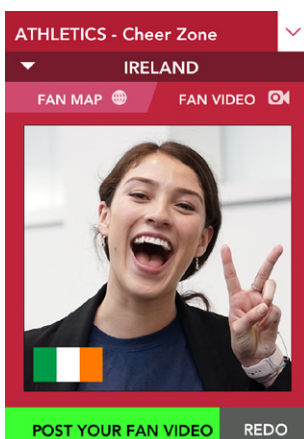
'Cheer Map' and 'Fan Video Wall'

OBS will provide an online 'Cheer Map' and 'Fan Video Wall' bringing audience participation direct to the venues. Fans worldwide will be able to cheer on their country via web or mobile, and upload selfie videos which could appear on the video screens at selected venues. Audiences can access the Cheer Map and Fan Video Wall via participating Rights Holding Broadcasters (RHBs), as well as at the olympics.com Tokyo 2020 website.

'Athlete Moment'

Family and friends are an athlete's support system not only during their hardest training days, but also on the field of play. For this reason, OBS has created an 'Athlete Moment' station at selected venues, allowing athletes to connect live with friends and family right after the competition ends.

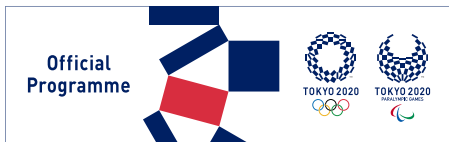
Please contact to OBS Information at Mediarequests@obs.tv for more details about OBS Fan Engagement.



Tokyo 2020 Nationwide Participation Programme

Events promoting and supporting the vision of the Tokyo 2020 Games will be held in the leadup to the Games. These will cover eight action fields: education, sport & health, culture, sustainability, urban planning, economy & technology, recovery, and nationwide benefits & global communication. Organisers are authorised to display one of two specially devised logos at their events.

Tokyo 2020 Official Programme

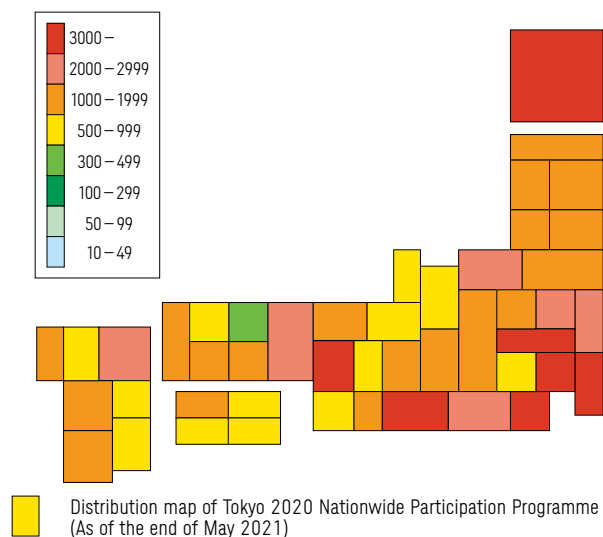


Tokyo 2020 Support Programme



As of the end of May 2021, 158,000 initiatives and activities had been approved as part of the Tokyo 2020 Official Programme or the Tokyo 2020 Support Programme. Over 142 million people have already participated in these since the launch of the Programmes in October 2016.

158,000 initiatives and activities with over 142 million people participating



Tokyo 2020 NIPPON Festival

The Olympic and Paralympic Games are not just about sports –they are one of the largest festivals of peace in the world. Cultural programmes are an essential part of the Games as a way of promoting a peaceful society and as a symbol of human solidarity. They also have the strength to advance mutual understanding and encourage global unity and cooperation, bridging the numerous divisions generated by the pandemic in the world.

The Tokyo Organising Committee of the Olympic and Paralympic Games runs the Tokyo 2020 NIPPON Festival from April to September 2021, when Tokyo and Japan will be in the global limelight. As an official cultural programme of the Tokyo 2020 Games, the festival hopes to serve as a symbol of solidarity across borders of all kinds.

Tokyo 2020's own festival programmes

1. Participation and Interue

(Title: "wassai")



Wassai is a coined word that combines the two Japanese words "wa" and "sai". "Wa" can actually be depicted in writing with several different characters, each with a different meaning, including 話 ("talk"), 輪 ("circle"), 環 ("unity") and 和 ("peace"). "Sai" means festival in Japanese. This special event aims to bring the world together online before the Olympic and Paralympic Games, at the same time providing people in other countries with an opportunity to experience Japanese culture in a hands-on manner and to enjoy new encounters, even though they may be unable to visit Japan for now.

Outline of the event

Date: Sunday, 18 July 2021

Venue: To be held online (through the Tokyo 2020 Organising Committee's official SNS accounts).

Anyone can participate in the event from anywhere in the world through the official accounts.

2. Towards the realisation of an inclusive society

(Title: "ONE - Our New Episode - Presented by Japan Airlines")

ONE - Our New Episode -

Presented by Japan Airlines

When people begin to understand the importance of accepting each other be it their gender, ethnicity, religion, physical or mental capability, etc and the value of interacting without boundaries or discrimination, a change starts to occur in people's attitudes and behaviour. Such change can carry over the passion and excitement from the Olympic Games to the Paralympic Games, leaving a legacy of 'a new cultural creation embracing diversity and inclusion'.

MAZEKOZE (Mixture) Island Tour

Featuring art and musical performances by artists and entertainers of their own unique qualities and circumstances, including diverse genders, ages, nationalities and abilities/impairments. Explore the islands where these various qualities connect, mix, mesh, and experience other people's uniqueness. It is a journey that lets us realise the serenity of a coexistent society. This "MAZEKOZE Island Tour" shall allow viewers to recognise that no two people are exactly the same. It is a mesmerising tale toward new beginnings, chance meetings, empathy, and sympathy for the realisation of a coexistent society.

Date and time: Sunday, 22 August 2021 from 16:00 JST

Our Glorious Future ~KANAGAWA 2021~

See Our Shining Future in Kanagawa 2021 with the theme of building a coexistent society, artists at the forefront of their respective cultural or artistic fields will create together in resonant unity, regardless of abilities/impairments, age, gender or nationality. The event will overflow with creativity and, through the power of culture and art, Kanagawa will share the new shape of the future with the world – filled with the joy that comes from knowing that each and every one of us can be a shining beacon.

Dates: Mid-August 2021 (TBA)

Locations: Yokohama City, Kanagawa Prefecture (Live streaming is planned as well)

3. Reconstruction of the Tohoku Region

(Title: “Rediscover Tohoku - Mocco's journey from Tohoku to Tokyo”)

しあわせはこぶ旅

モッコが復興を歩む東北からTOKYOへ



MOCCO started its journey from Tohoku to Tokyo in May 2021, the 10th year since the 2011 disaster. MOCCO was designed by incorporating the imaginative ideas that children in Tohoku expressed in the workshops held in the region. MOCCO, “The Creation of TOHOKU,” is about 10 metres tall.

Traveling along the Pacific coast towards the final destination, MOCCO will visit Rikuzentakata (Iwate Prefecture), Iwanuma (Miyagi Prefecture) and Minamisoma (Fukushima Prefecture) on the way, to meet lots of people and encounter local cultures in those areas. MOCCO will connect Tohoku to Tokyo and build ties among people through the journey, which will help increase the number of those who want to know more about

Tohoku and visit the region in the future. MOCCO will keep walking with memories of the past, in order to bring smiles and happiness to people and to unite them together once again.

Date and location:

- Saturday, 15 May 2021 in Takata Matsubara, Tsunami Reconstruction Memorial Park, Iwate prefecture
- Saturday, 22 May 2021 in Millennium Hope Hills, Ainokama Park, Miyagi prefecture
- Saturday, 29 May 2021 in Hibarigahara Festival Site, Fukushima prefecture
- Saturday, 17 July 2021 in Shinjuku Gyoen Landscape Garden, Tokyo

Co-hosted Tokyo 2020 NIPPON Festival events

In addition to programmes organised by Tokyo 2020, co-hosted Tokyo 2020 NIPPON Festival events will be staged in collaboration with local governments and cultural- or arts groups across Japan; these aim to encourage greater awareness of diversity in the build-up to the Tokyo 2020 Games. They will also showcase Japanese culture and art across Japan and globally before and during the Games. Details of the updated co-hosted programmes are also provided in the attached appendix and via the Tokyo 2020 NIPPON Festival official website at

<https://olympics.com/tokyo-2020/en/events/>

About the Tokyo 2020 NIPPON Festival <https://olympics.com/tokyo-2020/en/events/nippon-festival/>

Education

Tokyo 2020 Education Programme, “Yoi Don!”

The Olympic and Paralympic games enable young people to learn about the “Power of Sports” and understand Olympic and Paralympic values. Also, the Olympic and Paralympic Games will be a valuable occasion for children to develop global awareness and to participate actively all over the world.

The Tokyo 2020 Education Programme aims to foster three major legacies in the next generation: confidence and courage, appreciation for diversity, and active and proactive participation in society.

Tokyo 2020 has implemented the Tokyo 2020 Education Programme “Yoi, Don!” (“Ready, set, go!” in English) to make the Tokyo 2020 Games “a once in a life time experience” for children. And Tokyo 2020 certifies the schools that work on Olympic and Paralympic education as “Yoi, Don! Schools”.

As part of the programme and in conjunction with the Tokyo Metropolitan Government, Tokyo 2020 published elementary school, lower secondary school and upper secondary school editions of textbooks in Japanese covering the Olympic and Paralympic Games, all of which are available for download from Tokyo 2020 Education

Programme's website. In addition, the following education materials are available from Tokyo 2020's website:

- The Japanese edition of the Olympic Values Education Programme (OVEP) – a series of free teaching and accessible resources created by the International Olympic Committee
- The Japanese version of the “I'mPOSSIBLE” educational toolkit, designed to engage young people in the Paralympic Movement

As of 1 May 2021, 18,947 schools in 47 prefectures including Japanese schools outside of Japan have been authorised as “Yoi, Don! School”.

The Tokyo 2020 Mascots were selected by elementary school children as part of the programme, 16,769 elementary schools participated in the voting, including Japanese schools outside of Japan.

We have various programmes that are designed for all ages of students, from kindergarten to upper secondary school. Please see the link below for detailed information.

<https://education.tokyo2020.org/en/about/>

Tokyo 2020 Maths Textbook

Tokyo 2020 and several partners have introduced a new and specially formulated mathematics textbook which aims to help students enjoy the study of mathematics through interaction with Japanese athletes and sporting bodies. The book also gives students the opportunity to actively participate in educational initiatives linked to the Games.

As of March 2020, the textbook is being used by over 100,000 students at all 1,273 public elementary schools in Tokyo and by more than 36,000 students at 588 schools in four other prefectures. The material is in two parts; one containing maths challenges related to 33 Olympic sports and the other with content related to 22 Paralympic sports.



Tokyo 2020 Mascots

The Tokyo 2020 Olympic mascot's name is Miraitowa (pronounced mee-rah-e-toh-wa), based on the Japanese words mirai (future) and towa (eternity) combined. This name was chosen to promote a future full of eternal hope in the hearts of people all over the world.

The Tokyo 2020 Paralympic mascot's name is Someity, (pronounced soh-may-tee) which comes from someiyoshino, a popular cherry blossom variety, and additionally echoes the English phrase "so mighty". Someity has tactile cherry blossom sensors and exhibits enormous mental and physical strength. It represents Paralympic athletes who overcome obstacles and redefine the boundaries of what is possible.

Between December 2017 and February 2018, more than 80 per cent of the elementary schools in Japan and a number of overseas Japanese schools took part in a selection process and voted for their favourite set of mascot designs.

Miraitowa and Someity live in the digital world and can move freely between there and the real world via the internet.

Miraitowa has the same indigo blue ichimatsu-patterns as the Tokyo 2020 Games Emblem on its head and body. The mascot's personality is derived from a traditional Japanese proverb that means to learn old things well and to acquire new knowledge from them. The mascot has both an old-fashioned aspect that respects tradition and an innovative aspect that is in tune with cutting-edge information. It has a strong sense of justice, and is very athletic. The mascot has the special ability to move anywhere instantly.

Someity is a cool character with cherry blossom tactile sensors and superpowers. It can send and receive messages telepathically using the cherry blossom antennae on both sides of its face. It can also fly using its ichimatsu-pattern cloak. It is usually quiet, but it can exhibit great power when necessary. It symbolises Paralympic athletes that demonstrate superhuman power and while it has a dignified inner strength, it also has a soft spot for nature. It can talk to stones and wind and also possesses telekinetic powers.

<https://olympics.com/tokyo-2020/en/games/olympics-mascot/>

<https://olympics.com/tokyo-2020/en/paralympics/games/paralympics-mascot/>



MIRAITOWA
ミライトワ



SOMEITY
ソメイティ

Volunteers

A total of 204,680 people in Japan and overseas have applied to participate in the Tokyo 2020 Volunteer Programme. From the number of applicants, around 80,000 volunteers will take part in activities during the Olympic Games and the Paralympic Games.

Games Volunteers are known as the “Field Cast” and City Volunteers are named the “City Cast”. Games Volunteers will take on around 700 different roles and carry out their activities at over 100 different venues, training sites and other facilities. Field Cast members will learn invaluable skills and cultivate the attitude required to be a volunteer through various general and specialised role-based training sessions. They will be an indispensable part of operations during Games Time as they carry out their activities across a wide range of areas.



Field Cast online role-based training



Field Cast Roles and Areas

1.Guidance

- Guiding spectators and other participants at venues and other facilities, checking tickets and supporting security checks.
- Providing guidance and assistance at airports and hotels to ensure Olympic and Paralympic-related participants are able to enter Japan and secure accommodation smoothly.

2.Events

- Supporting competition operations at the competition venues and training venues.

3.Mobility Support (driving, etc.)

- Driving vehicles to transport Games participants between venues comfortably and safely.

4.Personal Support

- Welcoming overseas delegations to ensure they have smooth working conditions in Japan.
- Welcoming overseas delegations at airports and venues, etc.
- Providing athletes with foreign-language support before and during their stay at the Athletes' Village to enable them to prepare for competitions.
- Providing foreign-language support when athletes have media interviews after competitions.

5.Operational Support

- Distributing uniforms (to volunteers, etc.) at the uniform-distribution facility.
- Issuing IDs to Games participants based on pre-registered information at uniform-distribution facilities, venues, airports, etc.
- Registering staff members at check-in points at the start of each day.
- Administering the distribution of equipment to teams, media and other Games participants arriving from overseas at the Athletes' Village and at the media centres.

6.Healthcare

- Providing transportation for medical participants when an athlete is injured. First responders providing swift initial treatment to spectators or Olympic and Paralympic Games-related personnel who suffer sudden illness or injury.
- Providing support to transport an injured athlete to the first-aid room.
- Supporting tests administered by doping officials to athletes.

7.Technology

- Supporting the distribution, collection, etc., of technology and communications equipment.
- Entering data and displaying event results at competition venues.

8.Media

- Providing a wide range of support measures to members of the domestic and international media to ensure they are able to efficiently conduct interviews, etc.
- Supporting the management of reporters and photographers and supporting press conference operations.
- Supporting photographic and video recording of the Tokyo 2020 Games and issuing the Athletes' Village newspaper.

9.Ceremonies

- Playing a supporting role at medal and other ceremonies. This role may include guiding athletes and other Games-related personnel to required positions as well as conveying medals and other commemorative items.

<https://olympics.com/tokyo-2020/en/games/volunteer/>

Tokyo 2020 Medal Project

The gold, silver and bronze medals awarded to athletes at the Olympic and Paralympic Games not only represent the greatest honour for the athletes but also an opportunity for Japan to showcase its culture and charm to the rest of the world.

To produce these valuable medals, Tokyo 2020 conducted the “Tokyo 2020 Medal Project” to collect small electronic devices such as used mobile phones from all over Japan. This project makes Tokyo 2020 the first in the history of the Olympic and Paralympic Games to involve citizens in the production of medals, and to manufacture the medals using recycled metals, and to manufacture all gold, silver and bronze Olympic and Paralympic medals from 100% recycled metals.

Approximately 5,000 medals have been produced from small electronic devices that were donated by people all over Japan. The aim for this project is to promote the recycling of small consumer electronics to contribute to an environmentally friendly, sustainable society and thus become a positive legacy of the Tokyo 2020 Games.

<https://olympics.com/tokyo-2020/en/paralympics/games/medals-project/>



Project in numbers

<Collection period>

- From 1 April 2017 to 31 March 2019

<Amount of devices collected>

- Approx. 78,985 tons collected by municipal authorities across Japan (used small electronic devices including mobile phones)

- Approx. 6.21 million used mobile phones collected by NTT Docomo shops across Japan

<Final amount of metals collected>

- Gold: Approx. 32kg

- Silver: Approx. 3,500kg

- Bronze: Approx. 2,200kg

<Participating municipalities>

- 1,621 municipalities

- 90 per cent of the 1,741 wards/cities/towns/villages nationwide participated

From collection to smelting

1 Collection



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2 Classification operations



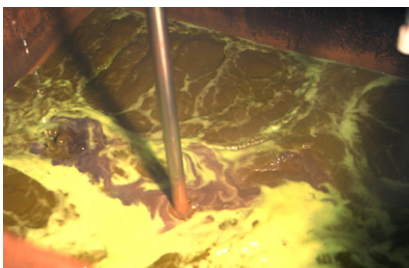
© JEPLAN, INC.

3 Dismantling



© MINAMI KINZOKU Co., Ltd. All Rights Reserved.

4 Extraction of gold



© Tanaka Kikinzoku Kogyo, All Rights Reserved.

5 Refining operation



© Tanaka Kikinzoku Kogyo, All Rights Reserved.

6 Pure gold!



© Tanaka Kikinzoku Kogyo, All Rights Reserved.

Licensed Merchandise

In 2016, Tokyo 2020 launched its merchandise licensing programme with the sale of products featuring Tokyo 2020 Games emblems. over 60 official shops located across Japan with the Tokyo 2020 merchandise catalogue currently consisting of about 7,360 items as of July 2021. These are available for purchase by those residing in Japan through an official website and at a number of retail outlets across the country. In addition, there will be the biggest official shops will be opened in TOKYO WATERFRONT CITY while the games time.

To check store opening hours and the latest information about operational changes, please check Tokyo 2020 Official Shop List: https://tokyo2020shop.jp/contents/official_shop

To build momentum for Tokyo 2020, we developed a message expressing the values of our official licensed products:

"It will be your lifelong treasure ～一生ものになる～"

The message is inspired by the idea that official licensed products will become keepsakes that evoke precious memories of Tokyo 2020 for years to come.

The Traditional Craft Collection provides high quality products which showcase Japanese tradition, techniques and culture. In April 2021, two years after the collection launched, finally products from all 47 prefecture have become available. These selected products are required to either be designated by METI, nominated by local prefectural authorities, or to have adopted key traditional techniques or aspects of Japanese culture in their production.

Since the early 20th century, posters have been created by Organising Committees of the Olympic Games to promote and advertise this major sporting and cultural event. Olympic posters also play the role of showcasing the special features of each Games to the world.

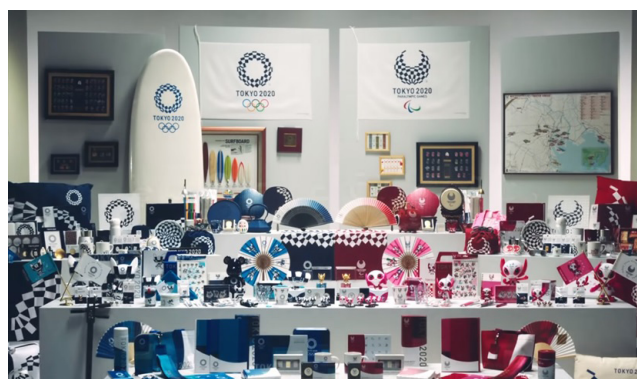
For the Tokyo 2020 Games, artists created posters with Olympic and Paralympic themes and are using them to build momentum in the period leading up to the Games. Tokyo 2020 also launched the Official Art Poster Collection, comprised of a total of 10 items, including framed posters, postcards, T-shirts, tote bags, calendars, stickers, clear files and art catalogue books.

You can find more details of licensed products and a list of outlets across Japan here:

Residents of Japan are also able to purchase the products online <https://tokyo2020shop.jp/>

Press inquiries regarding Tokyo 2020 Licensed Merchandise Tokyo 2020 Licensing Office

Email: press@tokyo2020-licensing.jp



Sustainability

The Sustainability Concept of the Tokyo 2020 Games

Be better, together

For the planet and the people

Tokyo 2020's sustainability concept for the Games is "Be better, together - for the planet and the people". We are taking concrete steps to deliver a sustainable Games and to showcase solutions to global sustainability challenges. We are also aiming to contribute to the realization of the UN's Sustainable Development Goals in our delivery of the Games and are committed to ensuring the Tokyo 2020 Games' concepts and legacies are passed on to the organisers of future Olympic and Paralympic Games and to society at large.

Tokyo 2020 is embracing the concept of "sustainability" in its preparations for and delivery of the Games, covering not only environmental issues, but also respect for human rights, consideration of working conditions and practices, and the management of supply chains. We have accordingly commissioned various sustainability activities based on five themes in our preparations for the Games and during the Games themselves. The five themes are "Climate Change", "Resource Management", "Natural Environment and Biodiversity", "Human Rights, Labour and Fair Business Practices" and "Involvement, Cooperation and Communications (Engagement)".

Under the theme of Climate Change, we are working on the initiative of "Towards Zero Carbon". The Government of Japan recently stated it aims to achieve net zero greenhouse gas emissions by 2050. In support of this aim, the Tokyo 2020 Games will make use of hydrogen-based energy in a number of areas. Fuel cell vehicles provided by Toyota will be used to transport Games officials during events and for the first time in Games history, hydrogen will be used to light the Olympic cauldrons and some of the Olympic relay torches.

We will procure 100 per cent of the energy required during the Games from renewable sources, including electricity generated in Fukushima prefecture. Hydrogen will also be used as an energy source for some of the facilities in the Olympic and Paralympic Village. In respect of the theme of Resource Management, our target is to reuse or recycle 99 per cent of all procured goods and other items.

The construction and use of the Olympic Stadium incorporate a wide range of sustainability initiatives, including the adoption of energy-saving technologies and renewables. In addition, a number of recyclable materials were used in the construction of Musashino Forest Sports Plaza, which will host modern pentathlon fencing events as well as badminton and wheelchair basketball. Other venues that used recyclable materials include Ariake Arena, Sea Forest Waterway, Tokyo Aquatics Centre, Kasai Canoe Slalom Centre and Yumenoshima Park Archery Field.



Tokyo 2020 victory ceremony podium



President HASHIMOTO visited "Pride House Tokyo Legacy"

In addition, we have also commissioned “Operation BATON”, a sustainability programme launched in October 2017 under which buildings in the Village Plaza were constructed using timber from sustainable sources in participating municipalities. After the Games, the Plaza will be dismantled and the timber returned to the municipalities for re-use.

Tokyo 2020 has encouraged participation from the wider public in a number of other sustainability initiatives.

As one example, the Tokyo 2020 Medal Project is an innovative programme whereby all 5,000 medals required for the Games have been manufactured from precious metals retrieved from discarded consumer electronic devices donated by the public.

Another example is the Recycled Plastic Victory Ceremony Podium Project, an initiative to manufacture the medal podiums during the Games from post-consumer plastic collected in Japan along with smaller amounts of marine plastic waste. The project was implemented in collaboration with Procter & Gamble, one of our Worldwide Olympic Partners.

The Tokyo 2020 Games will be the first to be planned and executed with respect for the human rights of all involved, in accordance with the UN Guiding Principles on Business and Human Rights. They will be the first ever gender-balanced Olympic Games, and the Paralympic Games will feature a record number of female competitors.

Following HASHIMOTO Seiko’s appointment as President of the Tokyo 2020 Organising Committee, a Gender Equality Promotion Team was established under the leadership of Sports Director and Olympian KOTANI Mikako. The team subsequently launched a number of concrete initiatives, beginning with an organisation-wide survey of staff and stakeholders that yielded many valuable insights. They have also hosted and/or participated in discussions on online forums and published information on Tokyo 2020 gender equality and diversity initiatives on the Tokyo 2020 website, at the Main Press Centre and at Games venues. See <https://olympics.com/tokyo-2020/en/unity-in-diversity>

12 new board members—all women—were appointed to the Tokyo 2020 Executive Board earlier this year; 42% of board members are now female. We will ensure continued training opportunities for all our staff and encourage each of them to fulfil their potential, allowing them to work in new fields and become game changers there, leveraging the knowledge and experience they will have gained helping to organise and operate the Games. These and other initiatives will leave a lasting legacy after the Games.

In addition, Japan’s first permanent LGBTQ centre, “Pride House Tokyo Legacy”, was opened in Tokyo in 2021, aiming to raise awareness of LGBTQ issues. While the first Pride House was established in 2010 during the Vancouver Winter Olympic and Paralympic Games, this is the first Pride House to be officially recognized by an Olympic and Paralympic Organising Committee. President HASHIMOTO visited the house to emphasise Tokyo 2020’s commitment to facilitating public awareness and understanding of LGBTQ issues.

Tokyo 2020 published its Sustainability Pre-Games Report in April 2020 detailing how it plans to deliver a sustainable Tokyo 2020 Games and highlighting progress on initiatives undertaken throughout 2019. An updated version was published on 8 July. A final report will be published after the Games which will detail the overall results of these efforts and an analysis of the outcome of our sustainability initiatives.

A “Tokyo 2020 Olympic and Paralympic Games Sustainable Sourcing Code” has also been drawn up, aimed at ensuring sustainability throughout the supply chains of products and services procured during the preparation and operating phases of the Tokyo 2020 Games. In addition, the Code defines individual criteria for the sourcing of timber, agricultural, livestock and fishery products, paper and palm oil.

Tokyo 2020 Olympic and Paralympic Games Sustainability Plan

<https://tokyo2020.org/en/games/sustainability/sus-plan>

Accessibility

With the widespread installation of barrier-free facilities in public amenities and across Tokyo's extensive public transportation system, the city is already one of the most accessible in the world. Hosting the Games will be a fantastic opportunity to demonstrate to the world the ways in which cities can ensure universal accessibility and promote the health and well-being of their residents through the use of new technologies and architectural innovation.

The Tokyo 2020 Accessibility Guidelines

To achieve our goal of realising a universally accessible and fully-inclusive Games, Tokyo 2020 has formulated the "Tokyo 2020 Accessibility Guidelines" in conjunction with relevant government organisations, the Tokyo Metropolitan Government, relevant municipal authorities and organisations for people with impairments;

The guidelines have been approved by the International Paralympic Committee.

"Handbook to Accessibility Support"

Tokyo 2020 has also created the "Handbook to Accessibility Support" which can be used by all staff at the Games. This handbook is intended to be used by the Tokyo 2020 Organising Committee as a handy tool of reference while managing the Games.

You can see more details using the following link.

<https://olympics.com/tokyo-2020/en/organising-committee/accessibility/>

Innovations of Tokyo 2020

Reflecting Tokyo 2020's commitment to deliver the most innovative Games in history, Tokyo 2020 has strived to combine sport and technology in ways that will benefit society. Together with the Tokyo Metropolitan Government, the Government of Japan, and Tokyo 2020 partners, the Tokyo 2020 Games will showcase a diverse range of technological innovations to the world.

Tokyo 2020 is hoping that the year 2021 will be a catalyst to drive technological development to help improve sporting achievements and quality of life.

Robot Project

The Tokyo 2020 Robot Project is one of many programmes aimed at ensuring the Tokyo 2020 Games will be the most innovative ever and providing spectators with an experience they will never forget.

Mascot-type robots jointly developed by Tokyo 2020 and Worldwide Olympic Partner Toyota Motor Corporation will give people who are physically unable to be present at Games-related locations the chance to participate in the event remotely. Miraitowa and Someity robots display a wide variety of movements and facial expressions, able to dance and move their small bodies freely. They will welcome athletes and guests with human-like movements such as shaking hands and waving, and with a variety of facial expressions.

<https://olympics.com/tokyo-2020/en/news/tokyo-2020-robot-project-toyota-mascot-robots-bring-smiles-to-children>



Miraitowa Robot



Someity Robot

The Human Support Robot and Delivery Support Robot developed by Toyota Motor Corporation will allow all spectators to enjoy watching the Tokyo 2020 Games in greater comfort.

The robots will provide assistance to spectators in wheelchairs at the Olympic Stadium by guiding people to their seats, and providing event information.

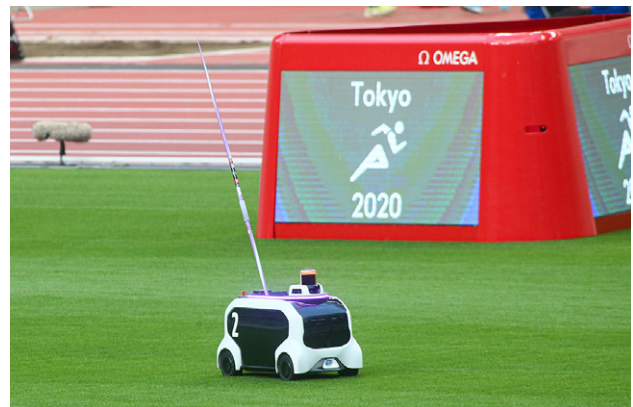


Human Support Robot



Delivery Support Robot

The Field Support Robot (FSR) which is also developed by Toyota Motor Corporation is equipped with an automatic driving system that will allow it to assist at throwing events in the Olympic Stadium. The robot can self-navigate when retrieving items such as hammers or javelins thrown by athletes, guiding staff along paths that avoid obstacles. It will help reduce the time needed to retrieve items and the amount of human support required at events.



Field Support Robot (FSR)

Power Assist Suits developed by Worldwide Olympic Partner Panasonic Corporation will be utilised in the backstage areas of venues and at the Olympic and Paralympic Villages to unload and transport heavy objects, thus easing human workloads and providing a healthier and safer working environment. The suits are also being used at major airports in Japan to assist baggage handlers.

Power Assist Suits will be also deployed during the World Para Powerlifting events.

<https://news.panasonic.com/jp/press/data/2019/09/jn190926-2/jn190926-2.html>



Power Assist Suits

Other robots will perform a number of additional duties during the Games. Robot technology will help deliver a safer and smoother Games, and while the robots will be deployed only in specific roles during the Games, the project is expected to showcase their potential for wider application in everyday life.

5G Project

Tokyo 2020 will showcase innovative sports viewing experiences deploying the very latest 5G technology at three competition venues during the Tokyo 2020 Games.

Combining Worldwide Olympic Partner Intel's processors technology with NTT and NTT DOCOMO's 5G communication technologies, these brand-new sports viewing experiences will allow spectators to enjoy events in hitherto unimaginable ways.

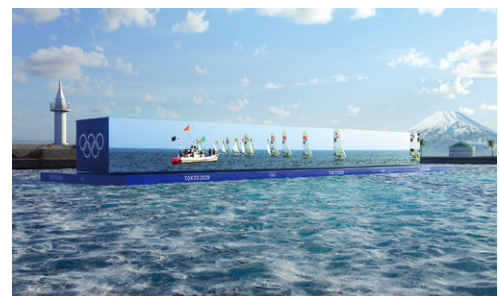
These will include broadcasts of ultra-high resolution videos and simultaneous multipoint videos leveraging the high-speed and capacity offered by 5G technology, as well as an AR experience that takes advantage of 5G's low latency. These facilities will be at the respective venues for sailing, swimming and golf. These unique offerings are the result of support by NHK and the Japan Commercial Broadcasters Association, and technology provided by Intel Corporation, NTT and NTT DOCOMO.

■ 5G x Ultra-Realistic Communication Technology at sailing venue

Installation Period: Sunday 25 July - Wednesday 4 August

Place: Spectators area at sailing venue (Enoshima Yacht Harbor)

Spectators at sailing events have traditionally watched from nearby piers, often using binoculars. However, at the Tokyo 2020 Games, they will experience the events as if watching from the VIP seats on a cruise ship, or even closer. Using ultra-realistic communication technology, 12K resolution video will be broadcast on a 50m screen floating on the water of the Enoshima Yacht Harbour, giving spectators the sensation of the races being held right in front of their eyes. A similar broadcast will be provided simultaneously at the Big Sight in Tokyo, the location of the Tokyo 2020 Main Press Centre, aimed at providing the media with a more realistic viewing experience.



Artist's rendition created in cooperation with NTT

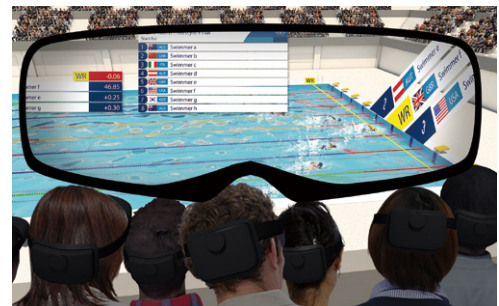
■ 5G x AR at swimming venue

Installation Period: Sunday 25 July - Tuesday 27 July,

Friday 27 August – Sunday 29 August

Place: Specific seats at swimming venue (Tokyo Aquatics Centre)

Spectators in specific seats at swimming competitions will be provided with wearable AR devices which will display detailed race information during events. Using ultra-fast 5G technology, data will be transmitted swiftly to the AR devices and spectators will be offered the brand new experience of watching swimming competitions amid the excitement of the live venue while being offered detailed event information in real time.



Artist's rendition created in cooperation NTT DOCOMO

■ 5G x Multi-live broadcast at golf venue

Installation Period: Saturday 31 July - Sunday 1 August,

Friday 6 August – Saturday 7 August

Place: Fanzone at golf venue (Kasumigaseki Country Club)

Fans of golf have different preferences when it comes to watching events at the course. Some like to watch from a fixed spot, while others prefer to follow their favourite players around the course. To meet these different needs, Tokyo 2020 will provide a variety of innovative viewing experiences. Taking advantage of 5G's high-speed large-capacity and low-latency technology, spectators at Tokyo 2020 golf events will be able to individually select and watch live videos of the action at multiple locations on rental devices provided by the organiser.



Artist's rendition created in cooperation NTT DOCOMO

Face recognition

A face recognition system will be used to verify the identity of athletes, officials, other staffmembers and media representatives as they enter the venues at the Olympic and Paralympic Games Tokyo 2020. This will be the first time such technology is used at an Olympic and Paralympic Games, reflecting Tokyo 2020's commitment to deliver the most innovative Games in history. NEC Corporation, a Tokyo 2020 Gold Partner, will provide the face recognition system. The facial images of every accredited person will be collected beforehand and stored in a database. These will be used to verify identities at accreditation check points.

Face recognition technology will drastically increase security levels at the Tokyo 2020 Games, precluding spoofing, forgery and the use of lost or stolen accreditations. It will improve overall comfort and convenience, with verification being processed automatically and instantaneously, helping to ensure a safe and secure Games.



Face Recognition

Omotenashi Guide – The multi-lingual app

Announcements at competition venues during the Tokyo 2020 Games are set to be made in multiple languages thanks to the use of a multi-lingual app, called “Omotenashi Guide”. The new service will allow content displayed in writing to be converted to speech, and the content of voice announcements at competition venues will be displayed on smartphones in seven languages (Japanese, English, Chinese (traditional / simplified), Korean, Spanish, French). In addition, this app will additionally provide updates on the status of individual competitions as well as security information and emergency information to those who do not understand Japanese or with hearing and vision impairments, allowing more people to enjoy the Games safely, securely and comfortably.

Details of the Omotenashi Guide service are available at <https://omotenashiguide.jp/en/>

Initiatives Supporting Recovery from the Great East Japan Earthquake



Special display of the "Flame of Recovery" in Miyagi

Tokyo 2020 is committed to the revitalisation of Japan through sport. This includes support for recovery efforts in the areas affected by natural disasters and lifting the spirits of local residents. The Tokyo 2020 Games will serve as the "Recovery and Reconstruction Games", aiming to help bring hope and light to everyone across Japan.

To this end, ahead of the Opening Ceremony of the Olympic Games Tokyo 2020, preliminary events will kick off with a women's football match in Miyagi Stadium and a softball match in Fukushima Azuma Baseball Stadium, both located in the Tohoku area, which was severely affected by the Great East Japan earthquake and resulting tsunami in 2011.

To enable those from disaster-affected areas who have worked so hard during their reconstruction to view the Olympic flame, a special display was staged in Miyagi, Iwate and Fukushima prefectures in March 2020. Under the Olympic Torch Relay concept 'Hope Lights Our Way', the Olympic torch relay subsequently began its 121-journey from Fukushima spurred by the wishes of



Victory bouquet



Tokyo 2020 Olympic Torch Relay Grand start

local people for the recovery of their areas and for the success of the Tokyo 2020 Games.

The Tokyo 2020 Organising Committee has supported various efforts and initiatives in the Tohoku region to aid its recovery. As examples, wood sourced from the region was used in the construction of the Olympic Village, and flowers from Fukushima, Miyagi and Iwate will be used to create the bouquets presented to medallists.

For further details of each initiative and a summary of the aspirations of local people with regard to the Games, please see the Media Kit published in February 2021, which can be downloaded at <https://media.tokyo2020.org/en/press-room/press-kit/recovery-reconstruction/> along with other materials.

In 2021, the world will witness a vivid demonstration of the power and values of sport – not only in Tokyo, but across the entire country, where the Games aim to inspire new hopes, dreams and aspirations.

<https://olympics.com/tokyo-2020/en/games/caring/>

Updated Tokyo 2020 Budget, Successful Marketing

Budget

Tokyo 2020 unveiled in December 2020 an updated overall budget for Tokyo 2020 Games. Version five of OCOG budget comprises the “OCOG” budget, which is the responsibility of Tokyo 2020, and the “Other Entities” budget of the Tokyo Metropolitan Government and the Government of Japan, which includes long term investments for the city and country that will benefit future generations for decades to come by helping to create a more inclusive society – a key legacy of these Games.

Ever since the historic decision of the postponement of the Games due to the COVID-19 pandemic, all possible optimisation and streamlining measures aimed at simplifying the operation of the Games have been discussed and progressed in cooperation with the IOC and IPC. The version five budget reflects the reduction of expenses arising from these simplification measures. This version constitutes an update of the OCOG budget version four announced in December 2019, based on the agreed allocation of additional costs due to the Covid-19 pandemic for the Games between Tokyo 2020, the Tokyo Metropolitan Government and the Government of Japan that was announced on 4 December 2020.

Compared with the version four OCOG budget, total expenses have increased by USD 0.9 billion – including USD 0.3 billion for Paralympic expenses – to a total of USD 6.7 billion.

The OCOG budget, which already includes a significant contribution from the IOC, foresees revenues increasing by USD 0.7 billion, which will help cover the additional expenditures arising from the postponement of the Games. A further USD 0.1 billion of additional expenditures, if they cannot be covered by Tokyo 2020, will be met by the Tokyo Metropolitan Government.

The OCOG budget includes USD 1.2 billion of temporary and overlay facility expenditures, an increase of USD 0.3 billion over the version four budget, operational expenditures of USD 1.6 billion, an increase of USD 0.4 billion, and general affairs and communication expenditures of USD 0.8 billion, an increase of USD 0.2 billion.

OCOG budget (V5 Budget)

Revenue

Items	Amount
IOC Contribution	USD 0.8 b
TOP Sponsorship	USD 0.5 b
Local Sponsorship	USD 3.3 b
Licensing	USD 0.1 b
Ticket sales	USD 0.8 b
Others	USD 0.3 b
Expected additional revenue	USD 0.7 b
Adjustment account (note1)	USD 0.1 b
Total Revenue	USD 6.7 b

*Unit: billion USD / 1USD = 107 JPY

Note 1: This represents the expenditures that cannot currently be covered by means of additional cost reduction and revenue growth and will therefore be borne by the Tokyo Metropolitan Government.

Note 2: Some totals may not match the sum of their component figures due to rounding.

Expenditure

Items	Amount
Venue-related budget	USD 1.4 b
Temporary/Overlay	USD 1.2 b
Energy	USD 0.2 b
Service budget	USD 5.3 b
Transport	USD 0.4 b
Security	USD 0.3 b
Technology	USD 0.7 b
Games operation	USD 1.6 b
General affairs/Communication	USD 0.8 b
Marketing	USD 1.3 b
Others	USD 0.2 b
TOTAL	USD 6.7 b

Please check detailed breakdown from here:

<https://olympics.com/tokyo-2020/en/organising-committee/budgets/>

Reference: Other Entities Budget

The total expenditures that will be borne by the Tokyo Metropolitan Government will be USD 6.6 billion, an increase of USD 1.0 billion from the version four budget; this includes an increase of USD 0.1 billion for the Paralympic Games and USD 0.4 billion to cover the cost of COVID-19 countermeasures. In addition, the Tokyo Metropolitan Government will cover the balance of USD 0.1 billion of costs that cannot be covered by the Organising Committee's efforts to reduce expenditures and increase revenues.

The total amount of expenditures that will be borne by the Government of Japan is USD 2.1 billion, an increase of USD 0.7 billion over the version four budget; this includes the increase of USD 0.1 billion in the Paralympic Games budget and USD 0.5 billion to cover the cost of COVID-19 countermeasures.

Including the OCOG budget of USD 6.7 billion, updated overall Games expenditure will now total USD 15.4 billion. This comprises the USD 12.6 billion forecasted in the version four budget, plus the OCOG's contingency fund of USD 0.3 billion and the additional costs due to the COVID-19 pandemic of USD 2.5 billion, including USD 0.6 billion of additional Paralympic Games costs.

Marketing

The Tokyo 2020 Sponsorship Programme accounts for a very high percentage of the projected income and therefore has a vital role to play. Launched in January 2015, the programme has already been met with tremendous success and generated record revenues. The programme consists of four separate categories, with the Worldwide Olympic Partners constituting the very highest level of Olympic sponsorship. There are three other categories of domestic sponsors. The highest domestic tier comprises Gold Partners, the second tier consists of Official Partners and the third tier is made up of Official Supporters. Domestic sponsors are core components of Tokyo 2020's Marketing Programme, and throughout the run-up to 2020 they are indispensable partners both for the successful delivery of the Olympic and Paralympic Games Tokyo 2020 and as partners of the Japanese national Olympic and Paralympic teams.

Tokyo 2020 Sponsors (As of June 2020)

	Olympic	Paralympic
The Worldwide Partners	14	7
Tokyo 2020 Gold Partners	15	19
Tokyo 2020 Official Partners	32	33
Tokyo 2020 Official Supporters	20	21

A United Team Ready to Deliver

The Olympic and Paralympic Games Tokyo 2020 will have a significant impact not only in Tokyo, but throughout the entire country. That's why the Tokyo 2020 Organising Committee is engaging with all delivery partners to form a tightly-knit team, united behind a single goal: the success of the Tokyo 2020 Games.

HASHIMOTO Seiko Tokyo 2020 President

HASHIMOTO Seiko was appointed as the President of the Tokyo 2020 Organising Committee on 18 February 2021. Since then, she has been working in close cooperation with Tokyo Metropolitan Government, the Government of Japan, JOC, JPC and all Games delivery partners in a variety of areas such as Tokyo 2020 Games preparations, COVID-19 countermeasures, and the promotion of gender equality. President Hashimoto is using her extensive experience as a seven-time Olympian and Olympic Bronze medalist to put athletes at the forefront of Tokyo 2020 Games preparations.

She has been doing her utmost to contribute to the further development of the Olympic Movement through the success of the Games. Accustomed to the international and sporting stage, Hashimoto is working closely with the leaders of the International Olympic Committee and the International Paralympic Committee, with whom she has developed close working relationships.

She was first appointed to the House of Councillors in 1995 and was re-elected for the fourth time in 2019.

MUTO Toshiro Tokyo 2020 Chief Executive Officer

MUTO Toshiro was named CEO of the Tokyo 2020 Organising Committee on the day of its establishment, on 24 January 2014. Since his appointment, he has played an instrumental role in developing the committee's organisational structure, creating the Tokyo 2020 Games Vision and the Games Foundation Plan, selecting Tokyo's proposed additional events, and formulating the Tokyo 2020 Action & Legacy Plan.

Muto was a strong advocate for engaging the general public in the creation and selection process for the Tokyo 2020 Games emblems, and was the driving force behind the review of Tokyo 2020's venue master plan, which has resulted in enhancing the sustainability of the Tokyo 2020 Games, and achieving substantial cost reductions. He has also overseen the Tokyo 2020 Sponsorship Programme, which is enjoying phenomenal success.

Previously, Muto served as the Chairman of the Daiwa Institute of Research (DIR), and was a visiting professor

She has also served as Parliamentary Vice-Minister, Hokkaido Development Agency; Chairperson, House of Councillors Committee on Education, Culture and Science; Senior Vice-Minister for Foreign Affairs; Chairperson, General



Assembly of Liberal Democratic Party Members in the House of Councillors; Minister for the Tokyo Olympic and Paralympic Games; Minister of State for Gender Equality; Minister in charge of Women's Empowerment. President Hashimoto has competed at a total of seven Olympic Games and won a bronze medal for women's 1500m speed skating at the Albertville Winter Games. She led Japan's delegation to Vancouver 2010, Sochi 2014, and Rio 2016 Olympic Games; and also served as deputy delegation lead to London 2012 Games. Under her leadership, the Tokyo 2020 Games will be remembered as being the most inclusive and sustainable Games in history.

at the University of Tokyo's Research Centre for Advanced Science and Technology. Immediately after the devastating earthquake and tsunami of 11 March 2011, he and the DIR proposed the establishment of the Great East Japan Earthquake Reconstruction Fund.



Before joining the private sector, Muto spent over 30 years at the Ministry of Finance, rising eventually to Administrative Vice Minister of Finance in June 2000. In March 2003, he became a Deputy Governor and Policy Board Member of the Bank of Japan. In this capacity, he led efforts to return the Japanese economy to a path of sustainable growth by instituting a variety of antideflationary measures and was involved in both the planning and execution of fiscal policy for the Cabinet.

Meet Our Team

Tokyo is home to a culture that will capture your imagination with iconic venues, stunning views and plenty of fascinating stories to be told. Here you will experience the warmest *omotenashi*, Japanese traditional hospitality.

Your coverage of the Olympic and Paralympic Games makes an extraordinary contribution to the Olympic and Paralympic movements and to the success of the Games. We are committed to ensuring you experience the very best possible working conditions and look forward to the positive impact your work will leave on the Games.

We are looking forward to welcoming you all to Tokyo.

Communications & Engagement Bureau



KOBAYASHI Maki

Communications & Engagement Bureau
Executive Director
IOC Communications Commission Member



TAKAYA Masa

Spokesperson

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Delivery Partners

Secretariat of the Headquarters for the Tokyo 2020 Games, Cabinet Secretariat	Enquiries regarding the Japanese Government's preparations for the Tokyo 2020 Games	info.oriparahonbu@cas.go.jp
Japan Sports Agency	Enquiries regarding the sports policies of the Japanese Government	sseisaku@mext.go.jp
Japan Sport Council	Enquiries regarding the construction of the Olympic Stadium (Japan National Stadium)	kouhou@jpnssport.go.jp
Bureau of Olympic and Paralympic Games Tokyo 2020 Preparation, Tokyo Metropolitan Government	Enquiries regarding the Tokyo Metropolitan Government's preparations for the Tokyo 2020 Games	S9000140@section.metro.tokyo.jp
Japanese Olympic Committee	Enquiries regarding the Japan National Olympic Team and Japanese athletes	pressoffice@joc.or.jp
Japanese Paralympic Committee	Enquiries regarding the Japan National Paralympic Team and Japanese para-athletes	jpcjpsa-media@jsad.or.jp



The Worldwide Olympic Partners



Tokyo 2020 Olympic Gold Partners



Tokyo 2020 Olympic Official Partners



Tokyo 2020 Olympic Official Supporters

AOKI Aggreko ECC EY Japan KADOKAWA Google KOKUYO SHIMIZU CORPORATION TANAKA HOLDINGS Technogym TOBU TOWER SKYTREE NOMURA PARK24 Pasona Group BCG Japan MARUDAI FOOD Morisawa Yahoo Japan Corporation THE SANKEI SHIMBUN The Hokkaido Shimbun Press



The Worldwide Paralympic Partners



Tokyo 2020 Paralympic Gold Partners



Tokyo 2020 Paralympic Official Partners



Tokyo 2020 Paralympic Official Supporters

AOKI Aggreko ECC EY Japan Ottobock KADOKAWA Google KOKUYO SHIMIZU CORPORATION TANAKA HOLDINGS Technogym TOBU TOWER SKYTREE NOMURA PARK24 Pasona Group BCG Japan MARUDAI FOOD Morisawa Yahoo Japan Corporation THE SANKEI SHIMBUN The Hokkaido Shimbun Press

Keep up-to-date with Tokyo 2020's media releases

Our latest and all past media releases are available in our website. <https://media.tokyo2020.org/en/>

To receive our press release and media advisory to your email account, please contact mpc_pressoffice_jp@tokyo2020.jp (Japanese), mpc_pressoffice_en@tokyo2020.jp (English) with the following information:

1.Name, 2.Name of company, 3.Name of media representing television show or magazine etc., 4.E-mail address, 5.Telephone number, 6.Address

Press Kit

All news materials which have been provided to journalists in our past media events are available. We also provide a variety of official footage which could not attend the past media opportunities including ceremonies, venue footage and Mascots animation video etc.

TOKYO MEDIA CENTRE (TMC)

During Games-time, TMG is planning to set up a media centre to provide support to both domestic and international media, including assistance with filming requests and permits. For further information please access: <https://tokyo.mediacenter.jp>

Photos & Footage of Tokyo

The Tokyo Convention & Visitors Bureau has an extensive collection of photos and footage showcasing the city available for download on their website. <https://www.gotokyo.org/photo/>, <http://tokyo-footage.com/>

Japan Online Media Center (JOMC)

This website run by the Japan National Tourism Organization (JNTO) is a one-stop destination for media resources about Japan including, photos and videos, recommended destinations, as well as media-exclusive offers to help you enjoy yourself in Japan. <https://business.jnto.go.jp/>

Tokyo and Beyond 2020 website, A Comprehensive Travel Guide for the Olympic and Paralympic

Tokyo and Beyond 2020 is also run by JNTO and it helps you get the most out of your Tokyo 2020 experiences. It offers directions to the stadiums and other venues, and information about Tokyo 2020 events in neighboring areas as well as general sightseeing, itinerary and accommodations. (available in English and Chinese and Korean.)

<https://www.japan.travel/tokyo-and-beyond-2020/>

The Official Tourism Website of Japan

Destination guides and travel tips are provided in 14 languages.

<https://www.japan.travel/en/>

Japan Official Travel App (Smartphone app)

Delivers up-to-date information about traveling in Japan, with a wide breadth of information including transportation guides, travel tips, and emergency information about medical assistance as well as embassy contact lists.

<https://www.jnto.go.jp/smartapp/eng/>

The Tokyo Organising Committee of the Olympic and Paralympic Games

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