

TOKYO2020 Memories Leading to the Future



Turning Tokyo Game's achievements into cities' development

- Tokyo 2020 Games of the Olympic and Paralympic have been successfully delivered in safe and secure, even under the unprecedented worldwide crisis due to COVID-19 pandemic, with sophisticated operation and thorough infection prevention measures as well as generous supports from all the stakeholders.
- Tokyo Metropolitan Government now faces a new phase to integrate and develop the legacy generated through the Games in order to facilitate our steps to achieve the 'Future Tokyo.'
- Commemorating the actions leading up to the Games with the memories of athletes who devoted everything they have to compete and their supporters, we will share what the Games provided to Tokyo as the host city, and integrate the achievements to the cities' development.



1 Safe and secure Games



2 Excellence of sports



3 Recognising inclusive society



4 Volunteers making people smile

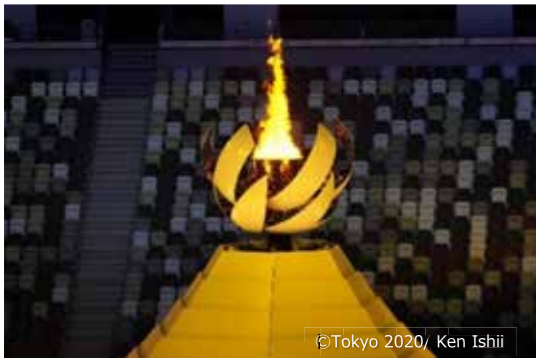


What Tokyo 2020 Delivered to Tokyo

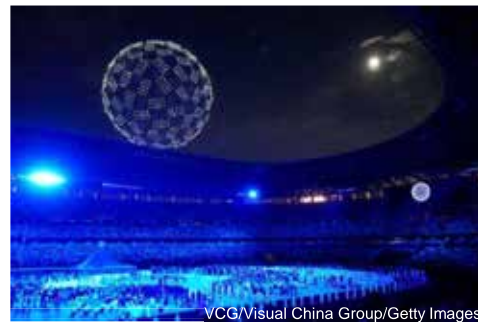
With commemoration of the memories and actions during and leading up to the Games, the document will introduce **'What Tokyo 2020 delivered to Tokyo'**



5 Promoting Tokyo / Japan



6 Road map to sustainable society



7 Technology indicating the future



8 Changes in 'city' and 'lives'



9 Showing recovery from disaster

Safe and secure Games achieved by Japan's all-out efforts



People all over the world wondered if the Olympic would be held, but I believed if Olympics were to be held, it could only be in Tokyo
 Emily Craig (Rowing · British)

Japan proved to the world that, despite all of the criticism, it could hold an Olympic Games in the midst of a global pandemic

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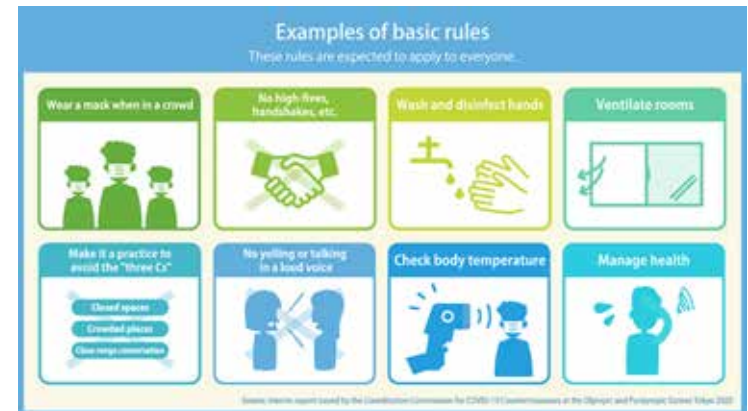
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Prevent infection spread by thorough measures

- ◆ Thorough tests before and after entry into Japan were conducted based on the Playbook, which was a rule that all stakeholders concerned had to comply with (**screening tests were performed approx. 1.01 million times**). Strict restrictions on business destinations, behavior management, health management, etc.

	Before Games	Actual results
Airport Quarantine (July 1st -September 8th)	Positive rate assumption : 0.2%	Positive rate : 0.10% 55 people (Number of positives) / 54,250 cases (Number of tests)
Screening test (July 1st -September 8th)	Screening positive rate in downtown areas, etc. : 0.1%	Positive rate : 0.03% 299 people (Number of positives) / 1,014,170 cases (Number of tests)

- ◆ The number of effective reproductions in Tokyo peaked on July 22nd and was on a downtrend since then (peak 1.40 → 0.64 at the closing of the Paralympics)



Prevent terrorist/cyber attacks by Japan's all-out efforts

- ◆ For the first time in the history of the Games, **face recognition was applied to all stakeholders**, and deterred by security guards (**approx. 517,000 people**), and police (**approx. 60,000 people**) to prevent the occurrence of terrorism and crimes
- ◆ **Approx. 450 million cyber attacks** were successfully blocked



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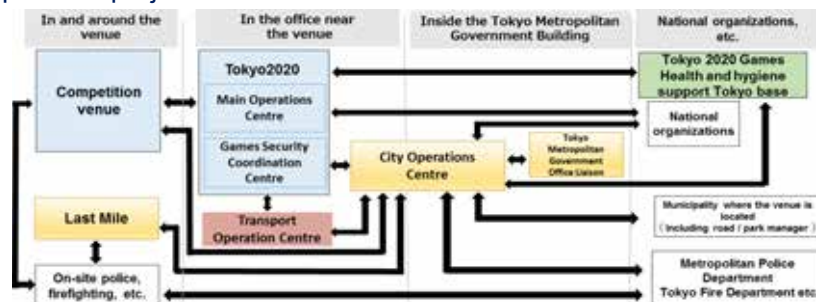
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Balance smooth Games operation and civil life

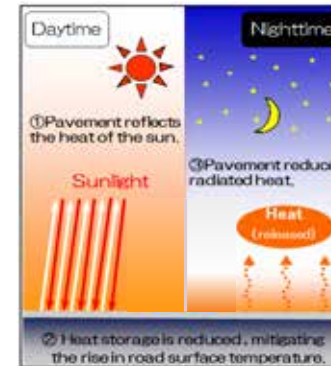
- ◆ City Operations Centre was in charge of liaison and coordination with Tokyo 2020 and national organisations
- ◆ Staff members were dispatched to the site of spectator project collaborated with schools



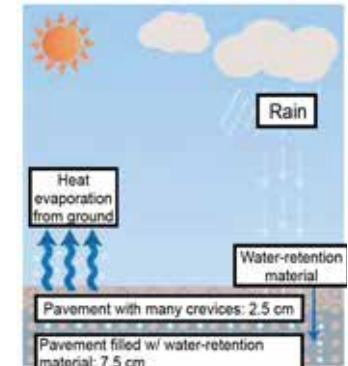
- ◆ Various risks were identified and countermeasures were formulated for various situation. Practical training had also conducted multiple times

Achieve safe and comfortable city environment

- ◆ As one of the heat countermeasures for Tokyo 2020, a cumulative **total of about 157 km** of solar-heat blocking pavement, etc. has been installed on the roads including road events (as of the end of FY2020)

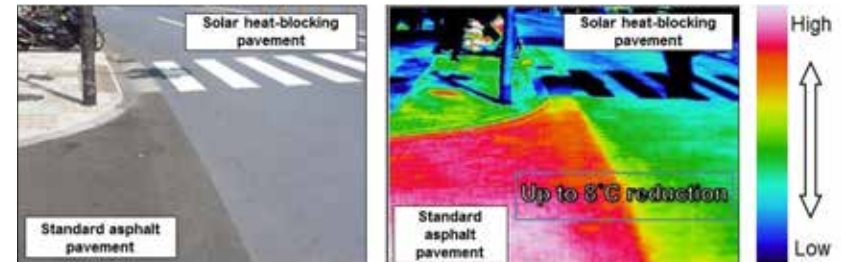


Solar heat-blocking pavement
approx. 136km



Water-retaining pavement
approx. 21km

- ◆ Effect of solar heat-blocking pavement



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With the 'risk management' efforts of the Games as a legacy, realise a disaster-resistant city that prepares for all kinds of disasters such as infectious diseases, earthquakes, and storms and floods

The excellence of sport shared worldwide by dynamic athletes

The overwhelming performance of each athlete brought courage and excitement to the world



Number of medals won by Japanese delegation
Olympic **58 (record high)**
Paralympic **51**

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The appearance of para-athletes who moved beyond their limits attracted many people who saw para-sports for the first time

©Tokyo 2020/ Meg Oliphant



New sports fascinated not only younger people but also various generations



Alex Davidson/
Getty Images

World-class venues supported athletes' performances, setting new world records for **184 disciplines**

Including the world best times of 6 Rowing disciplines

In total **over 10,000 hours** of broadcast contents for the both Olympic and Paralympic Games were delivered.

Olympic broadcast partners' digital platforms alone generated **28 billion video views** in total – 139% increase compared to Rio 2016 (IOC web site)

Domestic TV programme featured the Paralympic Games* was **590 hours** (4 times that of the Rio Games)

* TV broadcast time for NHK only
From NHK Management Committee materials

Great performances by Tokyo-supported athletes

- ◆ Athletes whom TMG supported the discovery of their talent, training and enhancement performed brilliantly

Olympic : 60 participants, **9 medalists**

Paralympic : 62 participants, **16 medalists**

- ◆ TMG supported **1,486 athletes** as "Athletes Certified as Tokyo Athletes" (at end of FY2020)



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- ◆ Discover and train players who will lead the next generation

People felt excitement of para-sports at the Games

- ◆ **10,543 students** watched the Paralympic Games



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- ◆ During the Paralympic Games, sport experience programmes were held at the 2020 Fan Park and 2020 Fan Arena

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- ◆ Paralympic movement was created before the Games by organising events to spectate and/or experience sports



Expand sports environment across Tokyo



- ◆ The construction of sports facilities including competition venues were facilitated

Sports implementation rate of Tokyo residents

53.9% (2012) → **60.4%** (2020)

Note: Percentage of Tokyo residents who engage in sports at least once a week

- ◆ Sports promotion was conducted at local communities by organising sports event and developing/improving the facility

A whole country experienced and supported sports

- ◆ Pre-Games training camp bases across Japan accommodated the athletes from all over the world

Pre-Games Training in Japan

Olympic **214 municipalities, 105 countries/ regions**

Paralympic **71 municipalities, 52 countries / regions**

* From the host town related ministries and agencies liaison conference materials (Cabinet Secretariat)



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“Sports Field Tokyo” by integrating the relationship with sport gained through the Games into daily life

Competing para-athletes help us recognise 'Inclusive Society'



The Paralympics have become people's "insights" and helped us take a major step towards an inclusive society



Athletes with different types and classes of impairment staged exciting matches

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Opinion tells that was glad that the Paralympics were held
Approx. **70%**
(Kyodo News Poll)

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(Remarks at the press conference of the Japan's delegation after the closing of the Paralympics)

'Many children who saw athletes' performances said, "I wanted to do my best in sports and other things." They realised that everyone had the potential. This insight is a major step, and I want to take root in this opportunity, grow the trunk, and grow it until it blooms. This step is huge.'

Junichi Kawai, Chairman of the Japan Paralympic Committee (JPC)
Tokyo 2020 Paralympic Games Japan's delegation delegate

Athletes shined regardless of gender, age, nationality and impairment

- ◆ The highest ratio of women athletes ever
 - Olympic **approx. 48%** (Men and Women representatives are selected from all participating countries / regions)
 - Paralympic **approx. 42%** (1,853 participants, far exceeding the 1,671 in the Rio Games)
- ◆ At the Olympic Games, 9 new mixed-gender disciplines have been added, and **18 disciplines, the highest number ever**, have been implemented
- ◆ A joint gender flag bearer was achieved at the entrance march of the opening ceremony
- ◆ The number of athletes who participated by coming out that they are sexual minorities (LGBTQ) was the **highest ever** (Olympics: 186, Paralympic: 36, both are about three times as large as Rio 2016) *
- ◆ Olympic 29 athletes and Paralympic 6 athletes refugee athletes participated * LGBTQ athlete's web magazine From Outsports

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Make efforts to realise diversity and inclusion at the Games

- ◆ “Tokyo 2020 D&I Action” was announced, and organisations and individuals around the world declared their action, making it as movement to achieve a society where everyone can live comfortably
- ◆ **Calling the media for gender equality coverage** through IOC guidelines
- ◆ Activities such as filming for the purpose of sexual harassment at the competition venue were clarified as prohibited acts
- ◆ Consideration from a gender perspective was implemented, such as the establishment of the “Female Athletes Department” (first in the history of the Games) to comprehensively support women athletes by providing medical care to the Athlete Village
- ◆ Toilets that can be used by a variety of people, including people with impairment, the elderly, and children, are distributed and installed in the competition venue and the Athlete Village by function, and a toilet service for assistance dogs was also provided



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Let children try and know for better understanding and action

- ◆ The Olympic and Paralympic education was conducted **for 2,300 all public schools** in Tokyo and **1 million children / students** (**19,000 schools** nationwide)
- ◆ Providing opportunities to learn through experiences and activities such as Paralympic sports and volunteer experiences, spectator project collaborated with school during the Games, and making clubs for Paralympic athletics, etc.
- ◆ Interact with local communities and children at host towns and Pre-Games Training Camps
- ◆ The Japanese version of the International Paralympic Committee’s official teaching material “I’mPOSSIBLE” was distributed to **36,000 schools** nationwide, including elementary and junior high schools and high schools, and teacher training was also conducted
- ◆ Supporting school education to promote barrier-free minds (interaction, simulated experiences, etc.)



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From the official website of the JPC

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By linking the "insights" obtained at the Games to individual actions, realise an “Inclusive City Tokyo” where diverse people live together and accept each other

Volunteers' sincere efforts make people smile

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A volunteer who accompanied a women's handball team suddenly confessed from an athlete that she had forgotten her uniform in the Athlete Village. Volunteers rushed with the manager and made it to the match.



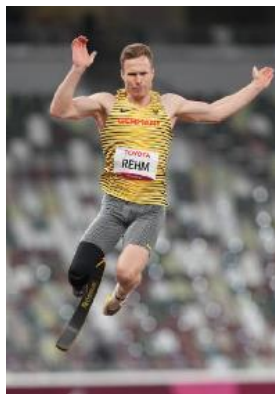
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TOKYO2020 Episode

“Tokyo will be a faceless Games with no spectators and strict COVID-19 measures. I saw such reports, but when I actually came, I could feel a lot of welcomes from warmth of the smiling faces of the volunteers and the children waving at the entrance of the Athlete Village.”

Comments after Markus Rehm (Germany) of the Para-Athletics men's long jump won the gold medal at three consecutive Games.

Excerpt from Yomiuri Shimibun, September 7, 2021



◆ Markus Rehm
Moto Yoshimura/Getty Images

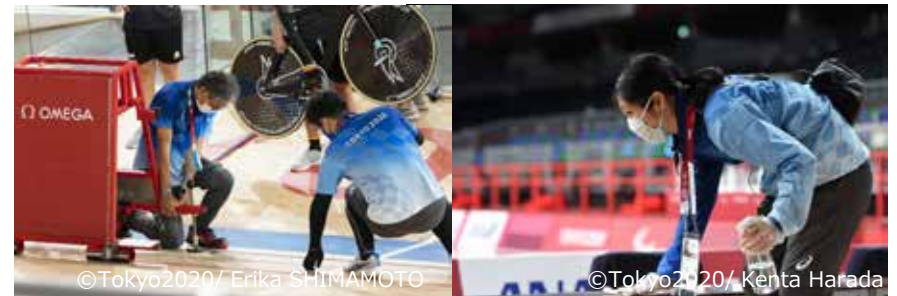


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<Volunteers participated in the Games>
Field Cast **70,970 people**
City Cast **11,913 people**

◆ Words of gratitude from the athletes and stakeholders

Professionalism became power of the Games



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City Casts contribute in each field



- ◆ City Casts gave guidance to media at the Tokyo Media Centre



- ◆ Guidance for children participating spectator project



- ◆ Activities around the cauldron

See off the returning athletes with a smile



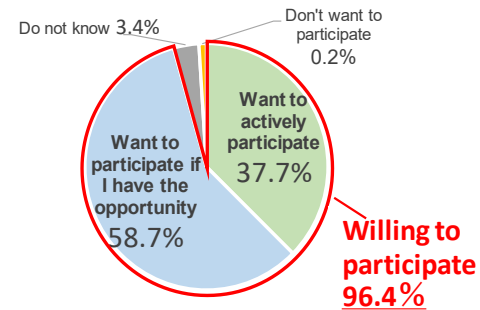
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- ◆ At the time of departure from the competition venue



- ◆ See-off at the airport

City Casts' intention to participate in future volunteer activities



- ◆ **96.4%** of City Casts, even though their activities were limited under COVID-19 pandemic, expressed their willingness to participate continuously

※TMG Questionnaire Results

- ◆ In cooperation with Greater Tokyo municipalities, companies, and other organisations, hospitality language volunteers for foreigners (**about 54,000 people**) were trained

Registration of tourism volunteers
(2012: 874 people → 2019: **2,779 people**)

- ◆ **About 5,000 people** have registered in the "Tokyo Volunteer Legacy Network", an online portal for volunteers opened by TMG and the Tokyo Metropolitan Foundation "TSUNAGARI" in November



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Establish volunteerism as a culture, and achieve inclusive city where everyone supports each other

The fascination of Tokyo / Japan brought to the world by athletes

Breathtaking scenery from the Athlete Village, warm welcome from volunteers, unique Japanese foods and more – Various topics became popular through Tokyo 2020 athletes and stakeholders' social media

©Paulien Couckuyt (@pauliencouckuyt on Instagram)



©pauliencouckuyt Tokyo Olympic Games 2021

©pauliencouckuyt Pretty excited to be in the Olympic village, Tokyo... in the land of the rising sun!

©Linden Hall (@linden.hall on Instagram)



©Ilona Maher (@ilonamaher on Tik Tok)

©Matthew Mohan (@MatthewMohanCNA on Twitter)

Last sport for the day is swimming where Singapore's Quah Zheng Wen will compete in the 100m backstroke in about 1.5 hours. But first...some ice-cream. 🍦 #Tokyo2020



©Matthew Mohan (@MatthewMohanCNA on Twitter)

Fascinating elements of Tokyo and Japan such as traditional and pop cultures delivered through the Opening/Closing Ceremony and Games facilities



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Large 'Look of the Games' collaborated with famous manga artists at the National Stadium welcomed the athletes and stakeholders



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Boost Tokyo 2020 Games from cultural aspect

- ◆ Many aspects of Japanese culture, traditional style like Kabuki and pop culture like video games and manga arts, were showcased at the Opening/Closing Ceremony
- ◆ Cultural Olympiad provided a variety of programme for all the generations and regardless of nationality and impairment, and approx. **39 million participants** gathered the lights of culture together:



Light and Sound Illustration 'Coded Field' (2019)
Photo by Rhizomatiks

Tokyo Tokyo FESTIVAL: approx. **160,000 events**

Tokyo2020 Nippon Festival: **Hosting 3 projects,**

Co-hosting 26 projects ◆ To keep culture alive during the pandemic, the project launched to assist individual or group of artists with restraint on their activity:

Individual: approx. **7,700 projects**

Group: approx. **300 projects**



Promote new/traditional culture at every given chance

- ◆ Japanese culture exhibition booth was installed at the Athlete Village for the athletes and stakeholders with restraint on their activities. Also, traditional craftwork and **23,000** Furoshikis (cloth wrappers) were distributed for stakeholders to experience Japanese culture.



- ◆ **105 items and 305 goods** of Traditional craftworks across the country were sold as the official licensed products



- ◆ World-class culture such as video game music and anime were integrated into the Games



Appeal Japanese cuisine from Athlete Dining

- ◆ Main dining hall offered **more than 700 choices** of menu and Japanese meals were particularly popular
- ◆ Casual dining hall offered Japanese meals using locally produced foods across Japan including disaster-stricken areas with showing the production origins in real time



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- ◆ GAP certified foods were utilised based on the Sustainable Sourcing Code

Promote Tokyo/Japan through various channels

- ◆ Opportunities were offered to the stakeholders to promote Tokyo even under restraint in their activities:
 - Tour for official media: The tours were conducted **53 times** in total for both Games, **616 journalists** from **157 companies** participated
 - Tokyo Media Centre: The facility served as a media coverage base and had exhibition booth to promote the Games and the host city with strict measure to prevent infection

▼ Media activities



▼ Tokyo Tokyo All Japan Collection



- ◆ The athletes and Games stakeholders shared their unique experiences in Tokyo via social media

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Leveraging attractiveness expanded during the Games in art, traditional performing arts and cuisine, evolve Tokyo into a city people wish to visit over and over

Roadmap to sustainable society demonstrated across the Games

First in the history of the Games
Hydrogen lit torch



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The medals that athletes got were made from small household appliances that were no longer used



©Tokyo 2020/ Meg Oliphant

Podiums were made from used plastic



©Tokyo 2020/ Ken Ishii

Achieving a carbon negative Games



Games vehicles were filled with hydrogen stations



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Building the Athlete Village Plaza with woods collected from all over the country, which will be reused across the country after the Games



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Use hydrogen energy in various situations

- ◆ Hydrogen was used as fuel for the cauldron and the torch for the Tokyo 2020 Torch Relay for the first time
- ◆ A hydrogen station was set up in the Athlete Village to supply hydrogen to vehicles and parts of relaxation houses and residence
 - After the Games, hydrogen will be supplied to the city block through the pipeline, which will be the first in Japan at the practical stage
- ◆ Fuel cell vehicles (FCVs) as mobile vehicles were utilised for stakeholders (**475 units**)



(Right) ©Tokyo 2020



Hydrogen station
Total of **21 stations** built
(as of the end of FY2020)

Achieve carbon negative Games

- ◆ Offset the CO₂ emissions generated by Games and make it a carbon negative Games
- ◆ Offset all CO₂ emissions (**720,000 tons**) in Tokyo during the four days of the opening and closing ceremonies of the Tokyo 2020 Games have been reduced to **virtually zero**
~Have Tokyo Zero Carbon 4 Days in 2020~
- ◆ Renewable energy supplied all of the operating power at the time of the Games
- ◆ Actively introducing renewable energy such as solar power generation at the Games facility



Raise 3R awareness through participatory projects

- ◆ Producing medals with small household appliances collected from all over the country
~ Tokyo 2020 Medal Project ~
 - Collected **about 79,000 tons of small household appliances** * 1 and **about 6.21 million mobile phones** * 2 to produce **about 5,000** gold, silver, and bronze medals
 - * 1: Collected by local governments nationwide. Including mobile phones
 - * 2: Collected by mobile phone companies
- ◆ Making a podium with used plastic
98 podiums manufactured from **24.5 tons** of used plastic containers, etc.
- ◆ Constructing the Athlete Village Plaza with wood from all over the country. After the Games, the woods will be returned to various places and used as a legacy
- ◆ Part of the material for the torch relay's torch was recycled aluminum from construction waste at reconstruction temporary housing



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Deliver the waste-less Games with thorough 3Rs

- ◆ **100%** material recycling of plastic waste sorted at competition venues in Tokyo
- ◆ Carrying out bottle-to-bottle to separate and collect PET bottles and recycle them into PET bottles again
- ◆ Part of the Games decoration (Look of the Games) were upcycled into bags, etc.



An example of look

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Archive "Zero Emission Tokyo" with virtually zero CO₂ emissions, modeled on the behavioral changes and advanced efforts of each individual through participation

State-of-the-art technologies indicate exciting 'future'



In the night sky above National Stadium, 1,824 drones opened the Games with a record number of technology utilised in the history

VCG/Visual China Group/Getty Images



'To swim good is really nice, but to share it with your family and friends and your loved ones, that makes it even better'

Arno Kamminga

Men's Swimming, Netherlands

Comment: Athlete 365 'Athletes enjoy special moment'
<https://olympics.com/athlete365/games-time/athletes-enjoy-special-moment/>
Photo : Tokyo 2020



A large projection mapping appeared on a track of Men's Athletics 100m final, one of the main features of the Games, and surprised viewers across the world

Photo provided by Panasonic Co.

Deliver the Games with advanced technology

- ◆ **12 types of 73 robots** were adopted to support competition management, reduce the workload of operation staff and act as a guide at venues



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- ◆ **17 auto driving mobility** were adopted as internal shuttle bus in the Athlete Village to support athletes movement, and short-distance EVs were used at the competition venues



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Share thrilling emotion even from distance

- ◆ The platform 'Athlete Moment' was installed to connect athletes with their loved ones online in real time
- ◆ The supporters' movies and voices gathers all around the world via social media were projected on the screens at competition venues. New style of viewing and supporting sports was introduced.



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Provide new sport experience with 5G and AI

- ◆ In sailing, swimming and golf, 5G's high-speed, high-capacity and low-latency capabilities provided a great spectator experience
- ◆ Ultra realistic viewing experience was provided to feel realism and energy just like being in the competition venues by projecting the movie on dome ceiling and using ultra-realistic technology



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- ◆ Robotics and AI were utilised to set the groove before competition as well as to entertain guest at Games related events



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- ◆ The project to provide accessible VR viewing experience for the children with impairment who had difficulties in viewing at the venues 'Reserve Seat for the Future Stars' was taken places at 5 special schools and

296 students from **13 different special schools** attended to the event.

Voice from student experienced VR theater:
'I felt like being in the venue because I could see the upper (ceiling) part of the venue where I usually cannot see on TV'



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Achieve 'Smart Tokyo' where the residents enjoy high quality in life by adopting the advanced technology utilised for the Games

'City' and 'Lives' begin to evolve by initiatives for the Games



Make changes to the city 'without gap'

- ◆ In line with the Tokyo 2020 Accessibility Guidelines, barrier-free competition venues and universal design in the city were promoted
- ◆ Barrier-free measures were adopted to the stations and roads around the competition venues
- ◆ Barrier-free design standard for regular guestrooms was enacted for the first time in order to promote better environment for various users



Family Restroom at competition venue



Barrier-free guestroom (Keio Plaza Hotel)

Status of rail stations (JR, Private railways, subways)

*As of March 2020

- Stairs eliminated by installing elevators **95.9%**
- Platform doors/
Automatic platform gate
 - Subways **approx. 80%**
 - JR/Private railways **approx. 30%**
- Multipurpose toilets **96.8%** (except streetcars)
- Tactile paving **99.9%**



Enhance transport network at the bay area

◆ BRT was introduced as a new public transportation in order to quickly respond to increased transportation demand in the Rinkai area



⇒ October 2020 Pre-operation (1st stage) started
FY 2022 or later Full-operation will start

◆ Water transportation was advanced by improvement in docking infrastructure



Hi-NODE(Hinode Wharf)

Install facilities to achieve 'Connected Tokyo'

◆ 5G and Wi-Fi connecting environment was set up at the Tokyo Metropolitan Government owned competition venues

◆ Free Wi-Fi spots including 'TOKYO FREE Wi-Fi' were set up across the city ⇒ **757 wireless antennas** were installed(As of the end of March 2021)



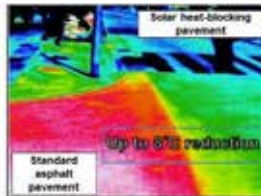
Provide comfortable city environment

◆ Cooling areas and cooling spots were created around the competition venues to mitigate the heat

◆ Solar heat-blocking pavements were developed to control road surface temperature from rising

⇒ Total Installation **approx. 157km**

◆ 'Tokyo Metropolitan Ordinance to Prevent Exposure to Second-Hand Smoke' has fully enforced in April 2020



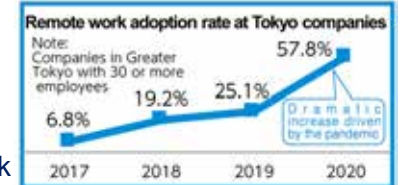
Urge remote work for Games and COVID prevention

◆ Supports were provided for enterprises

• Information provision, consultation and encouragement were provided at the centralized facility

• Funding to install and expand remote work was introduced

◆ The information useful to locate satellite offices and best practices was provided through Tokyo Telework App



Shift commute time to avoid crowded train

◆ Poster and movies were used at the stations to raise awareness

◆ Congestion was visualised and also award points were provided by railway companies

Balance congestion relief/corporate activity by TDM

◆ '2020 TDM Promotion Project' was deployed to mitigate congestion during the Games (**910 groups, approx. 52,000 offices and groups** participated)

• The enterprises took actions such as encouraging remote work, adjusting commute times, changes in delivery time and route

◆ The actions to regulate traffic and control expressway toll were also conducted

⇒ Expressway traffic volume (Inside the Orbital Expressway) [from 2018]

[Weekday] -12% for Olympic, -15% for Paralympic [Weekend] -32%



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Make the city where anyone can live comfortably and vibrantly under safe environment.

Disaster recovery and messages of gratitude delivered to the world

Each flower was passed to the athletes with a wish for recovery and reconstruction



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Torch relay and the Games started from the disaster area

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Flowers from affected areas of Great East Japan Earthquake were used for the Tokyo 2020 Victory Bouquets, coloring up the victory ceremony with their beauties. Each flower had a story: for example, sun flowers (from Miyagi prefecture) were planted by parents who had lost their children at the earthquake on the hill where their children tried to reach in order to evacuate. Sun flowers have been blossomed every year since then. As told in the story, also featured in the children's book', the flowers represented the hearts of disaster victims. Each one of the flowers were presented with wishes for recovery and reconstruction.

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The attractive goods from disaster areas were shared to the world through the athlete and media



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Goods from disaster areas drew spotlight

- ◆ Flowers from the disaster areas used to create **approximately 5,000 bouquets** for victory ceremony
- ◆ Hydrogen generated at Fukushima prefecture was used for the cauldron and torch relay. The torch was made by aluminum scrap from the temporary housing projects in disaster areas.
- ◆ Meals with ingredients from the disaster areas were served at the casual dining in the Athlete Village all the time, and those meals were promoted with real-time display of the production area and messages from producers
- ◆ Wooden benches put together by students from **71 elementary and middle schools** in Fukushima prefecture were installed at the Games facilities



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Photo by Fukushima Prefecture

The disaster areas became 'Beginning Place'

- ◆ As a part of torch relay campaign, the Olympic flame that had just arrived in Japan was named as '**Flame of Recovery**', and exhibited at Miyagi, Iwate and Fukushima prefectures
- ◆ The Olympic torch relay **started from J-Village in Fukushima prefecture** and travelled across the country
- ◆ Opening round of softball played at the Fukushima Azuma Baseball Stadium **in the runup to all the Olympic sports**



Recovery shown to the world with messages of gratitude

- ◆ **Exhibition booth 'Recovery and Reconstruction Games'** was installed at Main Press Centre to offer the information. Briefing for press were also conducted and the booth was featured by overseas media
- ◆ Media kit with references of the activities in the affected area, 'Initiatives Supporting Recovery from the Great East Japan Earthquake' was distributed
- ◆ Various activities were integrated with the other programme (Tokyo 2020 Recovery Monuments, media tour to the disaster areas, tree-planting in commemoration of reconstruction in Ariake Arena, Tokyo 2020 Nippon Festival, creation of recovery support movies and so on)



The Games fostered relationship with the disaster areas

- ◆ A running and cycling relay event that connects the disaster areas and Tokyo '1000km Relay to Tokyo' and **approximately 9,000 people** participated over 7 years
- ◆ Top athletes were sent to the disaster areas and hosted the sports programme tailored to the needs and circumstances of each prefecture and local communities
- ◆ Children in the disaster affected prefectures were invited to the sports events in Tokyo and built relationship



TOKYO FORWARD

With the disaster areas' effort toward the recovery and messages to thank all the supports delivered through the Games, bring the tremendous excitement and emotional bonds shared with the areas to the future.

TOKYO FORWARD

Tokyo Metropolitan Government aims to advance the Tokyo 2020 Games' achievements to the city's legacy, enhance the policy related to the legacy and publish 'Future Tokyo: Tokyo's Long-Term Strategy Upgraded Policies' within the fiscal year of 2021

Safety Security

To achieve safe and secure resident life, taking advantage of Games legacy

- ◆ Conduct measure to prevent infection
- ◆ Increase in skill to respond the trouble/incidents
- ◆ Accelerating utility pole removal across the city



Pre-Removal



Post-Removal

Sports Health

To make Tokyo as a 'Sports Field' where residents enjoy sports in everyday life

- ◆ Organising events that residents can participate
- ◆ Environment where residents can enjoy sports at familiar locations



Tokyo Sports Expo



TOKYO WALK



◆ Making para-sports as universal sports that anyone can enjoy



Promoting the experience programme



Expanding the base of para-sports fans



Securing the places for para-sports (Adding pool lanes at Tokyo Metropolitan Tama Sports Centre for People with Impairments)

Diversity

To create true social harmony where can involve actively

◆ Promoting the society where people of all kinds, regardless of age, gender and impairment, can support one another in all areas of life



Lay the groundwork for an inclusive society by offering a variety of opportunities to learn and build awareness

Participation Cooperation

To develop the city that values interaction of people

◆ Creating a stronger framework to support volunteer activity



Competition Venues

To use venues strategically to become new attracting spots

Venue as a worldwide hub for sports



National Stadium

Photo provided by Japan Sports Council

Venue to provide new sport experience with technology



Ariake Arena (Completed in 2019)

Key venue for sport in Tama area



Musashino Forest Sport Plaza (Completed in 2017)

Hub to accommodate various sports activities



Tatsumi Water Polo Centre (Transforming into a year-round ice link)

Area to enjoy watersports



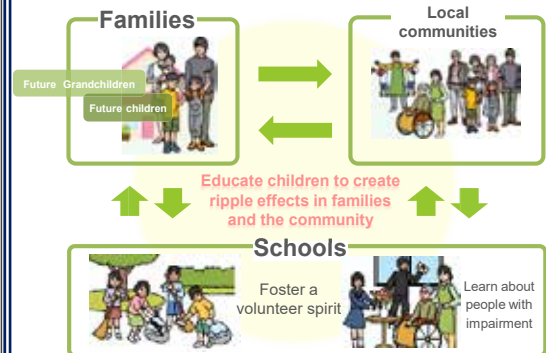
Kasai Canoe Slalom Centre (Completed in 2021)

Education

To develop Games education into ongoing educational activities

Focus on developing 5 qualities in students

- 1 Volunteer mindset
- 2 Understanding of people with impairments
- 3 Sports-oriented mindset
- 4 Global awareness
- 5 Sense of self awareness, pride in being Japanese



Sustainability

To achieve the Zero Emission Tokyo by taking advantage of the Games legacy

Reducing Greenhouse Gas Emission: 50% from 2000 level by 2030

Using Renewable Energy: Approx. 50 % of power consumption ratio by 2030

Accelerate actions!

Making new sales of Passenger vehicles by 2030 motorcycles by 2035 gasoline-free

Launching new project to create a hydrogen-powered society

Phrase FY 2021 as 'First Year of Non-Gasoline Era' and take comprehensive initiatives

Vehicles (purchase and development)

- Expand support for vehicles in cooperation with national government
- Consider support to facilitate development

Infrastructure Improvement

- Expand support for charging facilities
- Facilitate to install battery sharing electric motorcycle

Public Awareness

- Organise electric or fuel cell auto race or event using electric motorcycle

Inter-Business Cooperation on Hydrogen

- Cooperate with hydrogen-related enterprises
- Create demand of commercial FCV in Tokyo area

Hydrogen from Renewable Energy for City Development

- Implement action with advanced technology, like facility to use hydrogen derived from renewable energy

Expand Use of FCV

- Expand support FCV/fuel cell bus and hydrogen stations
- Transform existing facility into multi-energy station

Technology

To use digital technology to achieve 'Smart Tokyo' for residents to live in high quality

- ◆ Achieving the 'Connected Tokyo' by facilitating the installation of 5G base stations
- ◆ Facilitating the implementation of advanced technology such as 5G and robot



Urban Development

To conduct city development based on universal design

- ◆ Conducting urban development based on universal design across Tokyo by facilitating the barrier-free measures in both tangible and intangible aspects

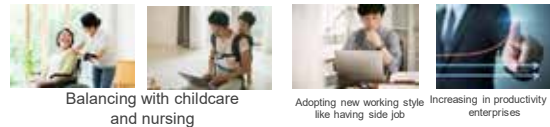


(Reference) Ministry of Land, Infrastructure, Transport and Tourism [Guideline on Creating Smooth Transportation Policy and Basic Concept of Barrier-Free]

Economics

To establish new working style at 'New Normal'

- ◆ Adopting flexible way of working at any time and place such as remote work



Economics

To contribute sustainable economic development

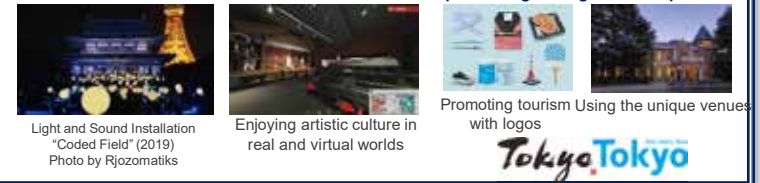
- ◆ Using 'Business Chance Navi 2020' to advocate the growth and development of smaller business across the country
- ◆ Promoting the 'cuisine' of Tokyo and high quality of service to the world



Culture Tourism

To advance Tokyo to attractive city where people wish to visit over and over

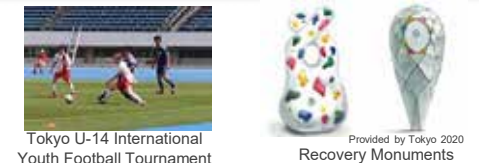
- ◆ Passing and developing the legacy in culture
- ◆ Implementing strategic tourism promotion



Disaster Recovery

To keep interaction with disaster area through sports and forge lasting bonds

- ◆ Strengthening the relationship with disaster-stricken areas through sports even after the Games





**Tokyo 2020 Memories
Leading to the Future**

December, 2021

Planning Section Planning Division,
Office of the Governor for Policy Planning,
Tokyo Metropolitan Government