THE RIO 2016 OLYMPIC GAMES
How to use this file

The modern Olympic Games have existed since 1896. Based on shared values and rituals which are repeated at all the Games, each edition nonetheless has its own identity, thanks to the culture of the host country and the context in which the Games take place.

It is therefore possible, by working on one edition of the Games, to look at how differences are expressed within a universal event like the Olympic Games.

THIS SHEET FOCUSES ON:

• How the specific characteristics of the Rio 2016 edition are expressed.
• The evolution of the Olympic programme, with two new sports in Rio.
• The importance placed on legacy aspects in the process of bidding to host the Olympic Games today.

This file serves as a companion to the Activity Sheet on the same topic.
The Rio 2016 Olympic Games

Introduction

2 October 2009 was a historic Olympic date for South America, with the election of Rio de Janeiro as host city of the Olympic and Paralympic Games in 2016. Brazilians’ love of sport, their festive character and the magnificent setting of Rio, between sea and green mountains, will add a touch of colour to the Olympic adventure.

In return, the Games are the catalyst for lasting change, with sustainable social, economic, cultural, sporting, environmental and urban projects. This great celebration will be one of sport, the Olympic Games and harmony, but also a brighter future.

For this Summer Games edition, there will be 28 sports on the programme, two of them new additions: rugby and golf. In all, 306 events will be contested in 42 different disciplines, bringing together more than 10,000 athletes from all over the world for 17 days. This variety of talents and cultures make this gathering unique in terms of exchanges. The 33 competition venues are grouped together in four zones, linked by an efficient transport network.

The Games themselves are preceded by around 40 test events, as well as the torch relay, which will travel around Brazil for 95 days, announcing the forthcoming celebrations and enthusing the population.

An activity sheet allows children aged from 9 to 15 to learn more about the Rio 2016 Games in a fun way.

→ To be downloaded from www.olympic.org/education > Teaching Resources

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The Rio 2016 visual identity is based on the following four pillars:

- “Olympic spirit”.
- “contagious energy”.
- “harmonious diversity”.
- “exuberant nature”.

These four pillars, the essence of which is “passion and transformation”, are developed through the brand, the emblem, the logo, the torch, the mascots and the pictograms.

Thus we find blue and green, which represent the exuberance of Brazil’s forests and the sea. The warm colours reflect the passionate, warm and celebratory nature of the Brazilians. The curves symbolise transformation, the circulation of energy, exchanges and harmony between the different cultures.

We can sometimes recognise various elements of the landscapes of Rio and Brazil, like Sugarloaf Mountain, urban development, the sea, fauna, flora and the curves of mountains.

The Games emblem is composed of three coloured silhouettes linked to each other in a joyful dance to create a whole.

It symbolises the inhabitants and the athletes of different countries coming together for the global celebration of the Games, perpetuating the Olympic spirit of communion and exchange between peoples. We also recognise the Sugarloaf, an emblematic part of the city of Rio.

The pictograms, redesigned for the occasion, take the form of rounded pebbles.

Through its daring upstrokes, the typography embodies the harmony and dynamism of the sporting movement.
The mascot

The first official one was in 1972, and the Olympic mascot has since become a popular emblem which expresses the Olympic spirit and celebrates the history and culture of the host city or country. For the Olympic Games in 2016, the mascot is called Vinicius.

Inspired by video games, animation and pop culture, he is a mixture of all the Brazilian fauna. Being both a bird and a cat, Vinicius has the abilities of both, and can run faster, fly higher and be stronger. His arms and legs stretch out for ever, and he can imitate the sound of any animal as he is very communicative!

He is accompanied by his best friend, Tom, the Paralympic Games mascot, who is a mix of Brazilian flora. He can produce all kinds of objects from his leafy hair, and his job is to spread the joy and celebrate the friendship created between peoples during the Olympic Games.

→ See them in action: www.rio2016.com/mascots

The Olympic torch

The torch for the 2016 edition is composed of different segments which open, as the flame is passed from one torch to the next, revealing the colours of Brazil.

At the top of the torch, there is the sun, whose colour recalls gold of an Olympic medal. Below come the green mountains and the Sugarloaf, and then the blue waves of the sea. At the bottom, we see the sinuous design of the mosaics on the Copacabana promenade.

About the Olympic torch
- Made of recycled aluminium and resin.
- The torch weighs between 1 and 1.5 kg.
- The torch is 63.5 cm long when the segments are together, and 69 cm when the torch touches the next one during the relay.
The torch relay

The Olympic torch relay is a symbolic link between the ancient and modern Games.

After being lit in Greece in April 2016, the Olympic flame will travel to Brazil the following month. From the capital, Brasilia, it will set off on a journey that will allow 90 percent of the Brazilian population to see it.

On 5 August, the final relay runner will light the cauldron at the Opening Ceremony of the Games, in the Maracanã Stadium in Rio.

The relay in figures

- More than 10,000 torchbearers, (each covering roughly 200 metres).
- Total distance covered: 20,000 km by road and 16,000 km by air.
The Olympic programme, established by the IOC, is composed of sports which may include one or more disciplines. For example, diving and water polo are two of the four swimming disciplines. In each discipline or sport, there are several events or competitions. The IOC may add or remove any sport, discipline or event. To be included on the programme, a sport must fulfil a number of criteria. First, it must be governed by a single International Federation, respect the Olympic Charter and apply the World Anti-doping Code. The IOC then ensures that the sport meets the universality requirement: it must be practised in a given number of countries. It also takes into account several other criteria, such as the history of the sport, its technical characteristics, its popularity, its ethics, its impact on the environment, etc.

At the first modern Olympic Games, in Athens in 1896, there were nine sports on the programme: athletics, cycling, fencing, gymnastics, weightlifting, wrestling, swimming, tennis and shooting.

Since then, the programme has changed a great deal. Some sports have been added; others, like polo or tug-of-war, have disappeared. Meanwhile, others, like archery or tennis, were dropped from the programme and then reintroduced many years later.

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Golf: opportunities for democratisation

“The first objective of any golf course should be to give pleasure and to as many players as possible, regardless of their ability.”

Bobby Jones, golfer, USA

The International Golf Federation (IGF) has around 60 million players in more than 120 countries, a figure that makes it one of the most popular sports in the world.

Golf’s return to the Olympic Games in Rio opens up new opportunities for its development and democratisation around the world. To this end, the Rio course created at Barra de Tijuca will become a public course after the Games, giving the largest number of people the chance to play golf.

The IGF has also helped to launch “Rio Street Golf”, aimed at 15,000 children and adults. The balls and clubs have been modified to allow people to play the sport in any urban area, thereby offering more possibilities and a more relaxed approach to the sport.

These actions are intended to make golf more democratic and spread its values of honesty, respect and integrity more widely.

→ www.riostreetgolf.com

Rugby, new version

“In rugby, the best way to achieve your goals is to help others achieve theirs.”

Jonny Wilkinson, rugby player, GBR

Rugby was played at the Games in 1900, 1908, 1920 and 1924, in its traditional form with 15 players. It is making its reappearance in the 2016 Games in the more intense version with seven players, and two halves of seven minutes.

The International Rugby Board (IRB)’s “Get Into Rugby” programme is intended to promote the sport and its values: integrity, enthusiasm, respect, solidarity and discipline. Some 460,000 children all over the world took part in this project in 2014, and the number is growing. In addition to the unforgettable memories of the matches played by the world’s best rugby players, the Olympic Games will leave the people of Rio the first semi-permanent beach rugby facility.

→ www.getintorugby.worldrugby.org

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The Games in Rio will celebrate the return of two sports: golf and rugby, golf having disappeared from the programme in 1904, and rugby in 1924.
Olympic Games legacy

**Education**

Inspire young people and expand the possibilities to practise sport

The Brazilian government has taken action aimed at increasing the amount of sports education through sports programmes and facilities, and has made new budgets available. Up to 11,000 talented young Brazilian athletes with no private sponsors will receive a grant between now and 2018. In addition, the Olympic Training Centre will offer grants to athletes and coaches from all over the world.

The Transforma programme, launched in 2004, is intended to spread the Olympic spirit and generate inspiration. It is aimed mainly at physical education teachers and training professionals. It enables pupils to discover new sports, develop their team spirit and take on board the principles of a healthy and active lifestyle on a lasting basis. The programme has already reached two million children, and is supported by online teaching material and forums. It also offers free public sports demonstrations.

The aim of all these initiatives is to revive enthusiasm for sport among the 65 million Brazilians aged 18 or under. The unforgettable images of the competitions will inspire not only those in Brazil, but also the 400 million young people on the continent.


**Transport**

A more fluid public transport network

As the Games approach, the public transport system in Rio is improving and expanding, offering safe, reliable and fast journeys to the competition venues.

Improvements include a 52 km rapid bus network with dedicated lanes (BRT) and 58 km of new metro lines. Both of these mean better service for outlying areas, offering the communities concerned a considerable saving in time and greater comfort.

The Olympic Games are the catalyst for these changes, which mean that, by 2016, 63 percent of Rio’s population has access to public transport, compared with 19 percent in 2009. The Games will thus leave the city a legacy with a major social impact.

**Accommodation**

Improving what is available and new housing for the community

During its famous carnival and major sports events, the city of Rio has demonstrated its ability to accommodate a large number of visitors.

However, to meet the demand for 40,000 rooms, the harbour area has been renovated, so that it can host large cruise ships.

These floating hotels and a community platform are in addition to that which already exists. The Games have provided an impetus for the hotel industry, improving the quality and increasing capacity by 50 percent.

The Olympic Village, with its 31 buildings, 4.7 km of cycle tracks, 72,000 m² of vegetation and 5,500 m² of lake, can accommodate 17,950 people. After the Games, these buildings will help meet the growing need for accommodation in this part of the city.
Olympic Games legacy

Sports infrastructure
New facilities for sports and cultural activities

Of the 33 facilities needed for the Games, 18 already existed at the time of Rio's candidature and will remain after the celebrations. To these existing structures, most of which have been renovated for the occasion, will be added temporary facilities and 10 new permanent venues, which will form the legacy of the Games for sports development.

The Barra Olympic Park will be turned into a large Olympic Training Centre (OTC) for students and athletes. Some of these facilities will also be used to host sports and cultural events. Seven of the nine venues will be permanent: the three Carioca Arenas, the Future Arena, the Olympic Tennis Centre, the Maria Lenk Aquatics Centre and the velodrome.

At the Deodoro zone, the BMX and canoeing facilities will be turned into a centre for extreme sports and leisure, in one of the most densely populated and youngest parts of the city. The Olympic Shooting Centre, the Youth Arena training centre, the Aquatics Centre, the Olympic Hockey Centre, the Olympic Equestrian Centre and part of the Deodoro Stadium will form part of the permanent legacy.

At Copacabana, the Lagoa Stadium will include accommodation for athletes who are training, a new finish tower and renovation of the existing boat houses.

At Maracanã, the famous carnival Sambodrome will be renovated. The restoration of this symbolic site is an important legacy, which will help to revitalise the surrounding area.

The environment
Preserve the natural patrimony

Proud of its forests, which are world leaders in terms of biodiversity, Brazil is doing its utmost to ensure environment-friendly Games with plans for a 100 percent renewable energy supply.

The focus is on cleaning up the water, for example in Guanabara Bay, which will host the sailing competitions, as well as that of the rivers, lagoons and lakes.

Waste is treated at the Seropedica Centre, one of the most modern in South America, for which the capacity is being increased. Efficient technology is also being used to avoid soil contamination.

Some 24 million trees will be planted to offset carbon emissions. These efforts will be supported by making the general public more aware and getting them to take more personal responsibility.