



## GAMES ENGAGEMENT



# 2030 OLYMPIC AND PARALYMPIC WINTER GAMES DRAFT HOSTING CONCEPT

PREPARED BY THE 2030 FEASIBILITY TEAM UNDER THE LEADERSHIP OF  
Lil'wat7úl (LIL'WAT), x̣ṃəθḳ'əỵəm (MUSQUEAM), Sḳẉx̣ẉú7mesh (SQUAMISH),  
AND səliłwətał (TSLEIL-WAUTUTH) FIRST NATIONS

June 14, 2022





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## EXECUTIVE SUMMARY

The power of an invitation is in its welcome: to be present, to witness and to participate.

In December 2021, The Lií'wat7úl (Lil'wat), xwməθkwəyəm (Musqueam), Skwxwú7mesh (Squamish), and səliłwətał (Tsleil-Waututh) First Nations invited the City of Vancouver, the Resort Municipality of Whistler, and subsequently the Canadian Olympic Committee and the Canadian Paralympic Committee to come together in a 2030 Leadership Assembly to explore the possibility of putting reconciliation at the core of bringing the Olympic and Paralympic Winter Games (the Games) back to British Columbia and Canada in 2030.

The chance to host an Olympic and Paralympic Games is a rare opportunity that is open to us once more. The Games can be a beacon of hope, inspire us to live healthier, to find harmony with the land, to lift each other up, and to build a stronger Canada. The power of this invitation is for Canadians to join together to explore a 2030 Games concept that is a global model for reconciliation and inclusivity.

As the first Indigenous-led Games bid exploration, the Host First Nations have an equal voice at the table with respect to activities taking place on their traditional, ancestral territories – from governance to planning to hosting the Games. The work follows Indigenous processes and protocols, seeks permission, shows respect. It adheres to universal human and family values common to all, with meaningful reconciliation for all peoples from all cultures.

Within this vision, consistent with the UN Declaration on the Rights of Indigenous Peoples, the Games' sustainability framework will use both traditional and scientific knowledge to meet the International Olympic Committee (IOC) requirement, announced in March 2020, that the 2030 Games be the first Climate Positive Games. The Organizing Committee will be required to minimize and compensate both its direct and indirect carbon emissions, and implement lasting zero-carbon solutions for the 2030 Games and beyond.

Asking "How will this change the place I live for the better?", Impact and Legacy is at the centre of the Games concept, acting as a catalyst to accelerate, achieve, or amplify local, regional and national priorities. It enables positive impacts from the very start of discussion, gathering people to talk about what can be realized and working to mitigate negative impacts. It looks at transformational legacies that will contribute to a positive future for people today and more importantly for generations to come.

By following guiding principles that include being fiscally and environmentally responsible, building on 2010 venue legacies, considering weather for outdoor events and creating a Games atmosphere for athletes, spectators and residents alike, the Games concept formed naturally into three circles – a sacred symbol in Indigenous cultures, reflected in the shape of the world, the sun and the moon,



and demonstrating the interdependence of all forms of life. The circle shows equality between partners, and welcomes everyone to the table.

The three circles, proposed in this Games concept to host 2030 sport events, cultural programming and celebrations are Whistler (Lil'wat and Squamish territories), Vancouver and the Lower Mainland (Musqueam, Squamish and Tsleil-Waututh territories), and Sun Peaks (Adams Lake, Little Shuswap Lake and Neskonlith territories).

While Whistler, Richmond and Downtown Vancouver will build on the extraordinary experience in 2010, this concept considers two new elements: a compact circle at Sun Peaks to host the Freestyle and Snowboard teams, and a destination circle at Hastings Park. The Hastings Park concept provides an exciting opportunity to create a vibrant, festival atmosphere with the Big Air ramp on the Racecourse; Figure Skating and Short Track in the Pacific Coliseum; Curling in the Agrodome; the 2030 Games merchandise superstore; a daytime live site and nighttime medals plaza in a 10,000-seat Amphitheatre; and a Cultural Village for people to walk around, learn and engage in family-friendly activities.

This Indigenous-led concept has a strong vision rooted in being a good steward of the water, land, mountain and sky, and includes world-class venues. It can be delivered by people with the necessary skills and experience, focused on leaving lasting legacies to benefit future generations, while helping a new generation develop their own skills. The 2030 Olympic and Paralympic Winter Games can remind us that there are more things that unite us than divide us. It will take all of us working together in purposeful action towards reconciliation. We are all in one canoe, sharing our energy to move forward.



## 1.0 TELLING THE STORY

### 1.1 THE POWER OF AN INVITATION

The power of an invitation is in its welcome: to be present, to witness and to participate.

In December 2021, The Lil'wat7úl (Lil'wat), xʷməθkʷəy̓əm (Musqueam), Sk̓wx̓wú7mesh (Squamish), and səliłwətał (Tsleil-Waututh) First Nations invited the City of Vancouver, the Resort Municipality of Whistler, and subsequently the Canadian Olympic Committee and the Canadian Paralympic Committee to come together in a 2030 Leadership Assembly to explore the possibility of putting reconciliation at the core of bringing the Olympic and Paralympic Winter Games (the Games) back to British Columbia and Canada in 2030.

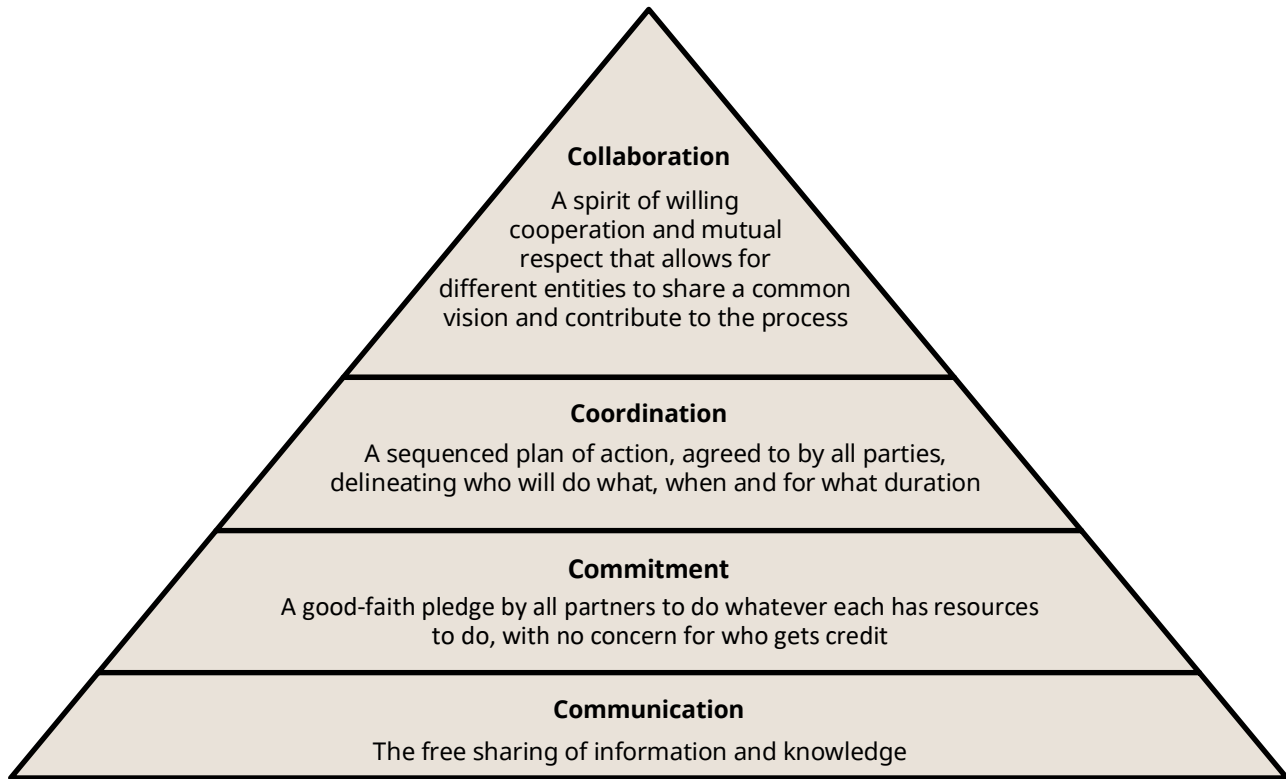
The chance to host an Olympic and Paralympic Games is a rare opportunity that is open to us once more. The Games can be a beacon of hope, inspire us to live healthier, to find harmony with the land, to lift each other up, and to build a stronger Canada.

The power of this invitation is for Canadians to join together to explore a 2030 Games concept that is a global model for reconciliation and inclusivity.

### 1.2 INDIGENOUS-LED

There are lessons to be learned from the success of the Vancouver 2010 Games but a new model demands new ideas to bring it to life. And the world today demands a model deeply rooted in the principles of Indigenous leadership to create a bold new framework for decision-making built on the pillars of respect, inclusivity, and community.

Indigenous-led means the Host First Nations have an equal voice at the table with respect to activities taking place on their traditional, ancestral territories – from governance to planning to hosting the Games. It follows Indigenous processes and protocols, seeks permission, shows respect. It adheres to universal human and family values common to all, with meaningful reconciliation for all peoples from all cultures. It requires people to come together, each respecting one another and the strengths each brings.



## 1.3 THE RECONCILIATION GAMES

The Truth and Reconciliation Commission of Canada (TRC) defines reconciliation as an ongoing process of establishing and maintaining respectful relationships. The Indigenous-led approach to exploring feasibility and potentially bidding for and hosting the 2030 Olympic and Paralympic Winter Games is already a tangible step towards reconciliation as outlined by the following:

1. Truth and Reconciliation Commission's Call to Action 91  
One of our utmost priorities is to ensure our work follows the guidelines provided in the Truth and Reconciliation Commission of Canada's Call to Action 91, which asks that officials of host countries of international sporting events such as the Olympic and Paralympic Winter Games, ensure Indigenous peoples' territorial protocols are respected and local Indigenous communities are engaged in all aspects of planning and participation in such events.
2. United Nations Declaration on the Rights of Indigenous Peoples Act  
The United Nations Declaration of the Rights of Indigenous Peoples (UNDRIP) is widely supported for its promotion of the rights of Indigenous peoples around the world and following Canada's 2010 endorsement and 2016 official adoption of UNDRIP, the United Nations Declaration on the Rights of Indigenous Peoples Act received Royal Assent In



Canada and immediately came into force on June 21, 2021. This legislation provides a roadmap for the Government of Canada and Indigenous peoples to work together to implement the Declaration based on lasting reconciliation, healing, and cooperative relations.

3. Declaration on the Rights of Indigenous Peoples Act (DRIPA or Declaration Act)  
The Government of BC became the first province in Canada to implement the United Nations Declaration of the Rights of Indigenous Peoples through legislation by passing the Declaration on the Rights of Indigenous Peoples Act (Declaration Act) on November 28, 2019. This historic legislation establishes the UN Declaration as the Province's framework for reconciliation and was developed in collaboration and consultation with Indigenous partners. The Declaration Act and the Action Plan aim to create a path forward that respects the human rights of Indigenous peoples while helping everyone who lives in British Columbia understand the importance of reconciliation and how it will help the province achieve its greatest social, cultural and economic potential.

Reconciliation is for all the people and cultures who call this land home to work together to make a better Canada. Reconciliation Canada, an Indigenous-led organization founded in 2012, describes eloquently a bold vision of:

*...engaging Canadians in dialogue that revitalizes the relationships between Indigenous peoples and all Canadians in order to build vibrant, resilient and sustainable communities. A vision based on a dream held by Chief Dr. Robert Joseph, Reconciliation Canada's Ambassador, to witness [...] people of every culture and faith walking together for a shared tomorrow.*

<https://reconciliationcanada.ca/about/history-and-background/our-story/>





## 2.0 EVERYTHING IS CONNECTED

### 2.1 SEVENTH GENERATION PRINCIPLE: 2030 SUSTAINABILITY CONCEPT

The Seventh Generation Principle is a widely taught philosophy of many Indigenous Nations across Canada. Indigenous languages contain words for great-great-great-grandparents/aunts/uncles and great-great-great-grandchildren/nieces/nephews to establish the connection between the living and the people seven generations past and future. Simply put, the principle involves using the learnings from the seven generations that have come before to guide actions taken today, while asking how today's actions will impact people seven generations from now.

Sustainability is a bedrock foundation for the 2030 Games, providing a framework to express the fundamental elements of an Indigenous-led Games where human and community values are central to the vision, and recognizing that when making decisions today we need to consider their impact seven generations hence.

The 2030 Games are conceived to be an extraordinary opportunity to showcase for Canadians, and the world, what is possible in the pursuit of meaningful reconciliation between Indigenous and non-Indigenous peoples to create a brighter future together. Within this vision of the Games being part of Canada's reconciliation journey, consistent with UNDRIP, the Games' sustainability framework will welcome the world to join Canada in an Olympic and Paralympic Winter Games that:

- Takes purposeful action towards reconciliation in Canada
- Respects and enhances the natural world
- Celebrates human diversity and improves quality of life
- Promotes sport development and healthy living

To achieve the Games' sustainability outcomes, the 2030 Games Organizing Committee (an independent organization created when the Games are awarded, to plan and deliver the 2030 Olympic and Paralympic Winter Games) will:

- Align with and deliver on UN Sustainable Development Goals with their 2030 targets
- Apply sustainability principles and practices across all aspects of the Games
- Work collaboratively with Host Nations, sport, corporate, community and government partners
- Employ a sustainability management system to assign responsibilities, monitor progress, make adjustments and report accomplishments over the Games' life-cycle
- Communicate and engage with stakeholders to define sustainability outcomes and providing transparent, timely performance reporting



## 2.2 BEING IN TOUCH WITH THE WATER, LAND, MOUNTAIN AND SKY

The 2030 Games will look to use both traditional and scientific knowledge to meet the IOC requirement, announced in March 2020, that the 2030 Games be the first Climate Positive Games. The Organizing Committee will be required to minimize and compensate both its direct and indirect carbon emissions, and implement lasting zero-carbon solutions for the 2030 Games and beyond.

### 2.2.1 CARBON MANAGEMENT FRAMEWORK

The Organizing Committee will follow the IOC Carbon Management Framework (2018) to:

- Understand: define scope, activities and responsibilities; identify baseline quantitative assessment (carbon footprint), range of impacts, and factors that influence it
- Take Action: avoid/substitute/reduce emissions, influence partners, compensate/offset, report
- Educate and Inspire: inform stakeholders/public on climate actions, encourage others to act

### 2.2.2 2030 CLIMATE POSITIVE CONCEPT

The Organizing Committee will build out a Climate Positive concept that incorporates the following principles:

- Deliver Climate Positive Games as required by IOC
- Minimize direct and indirect emissions and compensate (offset) unavoidable emissions to achieve a net-zero emissions result for the Games
- Ensure lasting zero carbon solutions are in place beyond the Games to achieve a Climate Positive outcome
- Align with and accelerate progress on Canada, BC, Host Nations and local climate action plans
- Adopt a “shared responsibility” approach to carbon management – all Games participants, from athletes, sponsors, and spectators, to government agencies, security partners and media, take responsibility for their climate impact within their organizations and communities
- Identify opportunities to use Canadian clean technology and nature-based solutions for emission reductions, compensation/offset projects, long term zero carbon solutions
- Commit to UN Sport for Climate Action framework – engage the Canadian Sport sector to act
- Employ transparent best practices based on recognized standards for carbon management and climate action – footprint calculation, reporting, action, compensation, engagement



## 2.3 IMPACT AND LEGACY

“How will this change the place I live for the better?” Impact and Legacy is at the centre of the Games concept, which acts as a catalyst to accelerate, achieve, or amplify local, regional and national priorities. It looks at enabling positive impacts from the very start of discussion, gathering people to talk about what can be realized and working to mitigate negative impacts. It looks at transformational legacies that will contribute to a positive future for people today and more importantly for generations to come.

With engagement ongoing, the Impact and Legacy plan will be built out over the coming months, through discussions with the Host Nations, government partners, stakeholders and the public. The plan will identify common priorities across all partners and also allow for individual objectives. The Impact and Legacy plan will be strategic, intentional, and reflect a shared responsibility for delivery – with baselines set and targets measured on a reconciliation legacy dashboard.

By identifying, measuring and supporting the movement of reconciliation, the goal is to make a better Canada through the positive impacts that take place and the legacies we leave behind.

The chart on the following page is organized into the six benefit areas of the National Impact & Legacy Framework. Examples of objectives are included for illustrative purposes.



## IMPACT & LEGACY BENEFIT AREAS AND OBJECTIVES

### MEANINGFUL RECONCILIATION – UNDRIP, DRIPA, TRC CALLS TO ACTION\*

#### Take meaningful steps towards reconciliation

\*Embedded through each benefit area and objective

Social Inclusion and Accessibility	Economic Prosperity	Environmental Stewardship and Action	Community Resilience and Affordability	Sport Participation and Development	Cultural Enrichment
Reduce barriers and improve access to community facilities and programs	Use local businesses and expertise where possible to supply Games products and services	Invest in clean transportation and renewable energy solutions in delivering the Games	Create affordable, accessible housing legacies from Games accommodation	Get more Canadians moving and increase people's understanding about healthy living	Position Indigenous culture at the forefront of the Games
Increase understanding about reconciliation between Indigenous and non-Indigenous peoples in Canada	Strengthen tourism in BC, including Indigenous tourism	Enable the sport sector across Canada to take action on climate change	Align with community climate action plans in delivering the Games	Expand sport participation among people who face barriers in accessing sport	Celebrate Canada's rich culture throughout the Games
Work with community-based social agencies to provide inclusive Games experiences	Provide training, skills and experience for youth and under-employed people	Restore important natural areas to increase the environment's capacity to absorb carbon	Strengthen community food supply and security in providing Games catering services	Support Canada's more diverse Olympic and Paralympic teams to achieve best-ever medal total Create sport legacies from upgraded Games facilities and equipment, and increased expertise and experience	Connect communities through cultural exchanges, including between Indigenous and non-Indigenous peoples

### 3.0 GAMES MASTER PLAN

### 3.1 GUIDING PRINCIPLES

The following principles provided guidance in developing the Venue Master Plan:

1. Ensure plan is fiscally and environmentally responsible
2. Build on Vancouver 2010 venue legacy, where possible
3. Focus public investment on community priorities and extending life of venues
4. Work with Leadership Assembly partners to ensure it aligns with host communities' priorities and can be feasibly delivered at Games-time
5. Deliver a quality Field of Play and a positive Games experience
6. Build a concept that satisfies all partners and meets technical requirements
  - Accepted by funding partners within their respective priorities and frameworks, including risk management
  - Leaves legacy for each partner, drives positive public support of local communities, people of BC and Canada, and will be awarded by IOC Members

### 3.1.1 KEY DATES

OLYMPIC WINTER GAMES	
DATES	February 8-24, 2030
Villages open	January 29, 2030 (soft opening); Athletes arrive February 1, 2030 (6 days prior)
Villages close	February 27, 2030 (3 days post)

PARALYMPIC WINTER GAMES	
DATES	March 8-17, 2030
Villages open	February 28, 2030 (soft opening); Athletes arrive March 1, 2030 (7 days prior)
Villages close	March 20, 2030 (3 days post)

### 3.1.2 BY THE NUMBERS

Category	Olympic Games	Paralympic Games
Athletes	2,900	570 (400 wheelchair users)
Team Officials	3,200	800



CATEGORY	OLYMPIC GAMES	PARALYMPIC GAMES
Number of Nations	90	50
Paid and Temporary Staff	7,300	3,500
Contractors	16,000	6,600
Volunteers	17,000	7,000
Accreditations	90,050	32,150
Broadcasters	11,000	2,000
Press	2,700	650
Spectators (number of tickets)	1,750,000	280,000

## 3.2 VENUE MASTER PLAN

The Venue Master Plan recommendations were reviewed by the technical representatives and approved by the Leadership Assembly. Each venue was assessed based on the following criteria:

1. Support – venue owner, First Nations, community and funding partners
2. Financial feasibility – capital and operational investments required, managed risk
3. Operational feasibility – ability to run the event
4. Weather – ability to run the event
5. Sport legacy opportunities – value left behind post-Games
6. Games experience – athletes and stakeholders
7. Preliminary environmental review – identify significant concerns

### 3.2.1 SPORTS BY COMPETITION VENUE

SPORT DISCIPLINE	VENUE	CAPACITY	MUNICIPALITY	FIRST NATION TERRITORY
Ice Hockey I (O)	Rogers Arena	18,000	Vancouver	Musqueam, Squamish, and Tsleil-Waututh First Nations
Ice Hockey II (O) Para Ice Hockey (P)	UBC Thunderbird Arena	6,000	Vancouver	Musqueam Indian Band
Figure Skating / Short Track (O)	Hastings Park: Pacific Coliseum	15,700	Vancouver	Musqueam, Squamish, and Tsleil-Waututh First Nations
Curling (O) Wheelchair Curling (P)	Hastings Park: Agrodome	3,200	Vancouver	Musqueam, Squamish, and Tsleil-Waututh First Nations



SPORT DISCIPLINE	VENUE	CAPACITY	MUNICIPALITY	FIRST NATION TERRITORY
Freestyle Skiing / Snowboard: Big Air (O)	Hastings Park: Racecourse	20,000	Vancouver	Musqueam, Squamish, and Tsleil-Waututh First Nations
Speed Skating (O)	Richmond Oval	6,000	Richmond	Musqueam Indian Band
Biathlon, Cross-Country Skiing, Ski Jumping, Nordic Combined (O) Para Nordic Skiing (P)	Whistler Olympic Park	4,000 x 3 stadia	Whistler	Lil'wat and Squamish First Nations
Sliding Sports (Bobsleigh, Skeleton, Luge) (O)	Whistler Sliding Centre	4,000	Whistler	Lil'wat and Squamish First Nations
Alpine Skiing speed events (O) and Para Snowboard (P)	Whistler Creekside	4,000	Whistler	Lil'wat and Squamish First Nations
Alpine Skiing technical events (O) and Para Alpine Skiing (P)	Whistler Ptarmigan	3,000	Whistler	Lil'wat and Squamish First Nations
Freestyle Skiing / Snowboard: Cross, Slopestyle, Parallel Giant Slalom, Halfpipe, Moguls, Aerials (O)	Sun Peaks	4,000 & 3,000 (2 stadia)	Sun Peaks	Adams Lake, Little Shuswap Lake and Neskonlith Indian Bands

## 3.2.2 MAJOR NON-COMPETITION VENUES

PURPOSE	VENUE	MUNICIPALITY	FIRST NATION TERRITORY
Opening Ceremonies	BC Place (O/P)	Vancouver	Musqueam, Squamish, and Tsleil-Waututh First Nations
Closing Ceremonies	BC Place (O) / Hastings Park (P)	Vancouver	
International Broadcast Centre & Main Press Centre	Vancouver Convention Centre (O)	Vancouver	
Mountain Broadcast Centre	Whistler Conference Centre (O)	Whistler	Lil'wat and Squamish First Nations
Vancouver Medals Plaza	Hastings Park (O/P)	Vancouver	Musqueam, Squamish, and Tsleil-Waututh First Nations
Whistler Medals Plaza	Whistler Celebration Stage (O/P)	Whistler	Lil'wat and Squamish First Nations



PURPOSE	VENUE	MUNICIPALITY	FIRST NATION TERRITORY
Sun Peaks Medals Plaza	TBD (O)	Sun Peaks	Adams Lake, Little Shuswap Lake and Neskonlith Indian Bands
Vancouver Athletes' Village	MST Development Corp Lands (O/P)	Vancouver	Musqueam, Squamish, and Tsleil-Waututh First Nations
Whistler Athletes' Village	TBD (O/P)	Whistler	Lil'wat and Squamish First Nations
Sun Peaks Athletes' Village	Mt. Morrisey (O)	Sun Peaks	Adams Lake, Little Shuswap Lake and Neskonlith Indian Bands

### 3.2.3 THREE CIRCLES

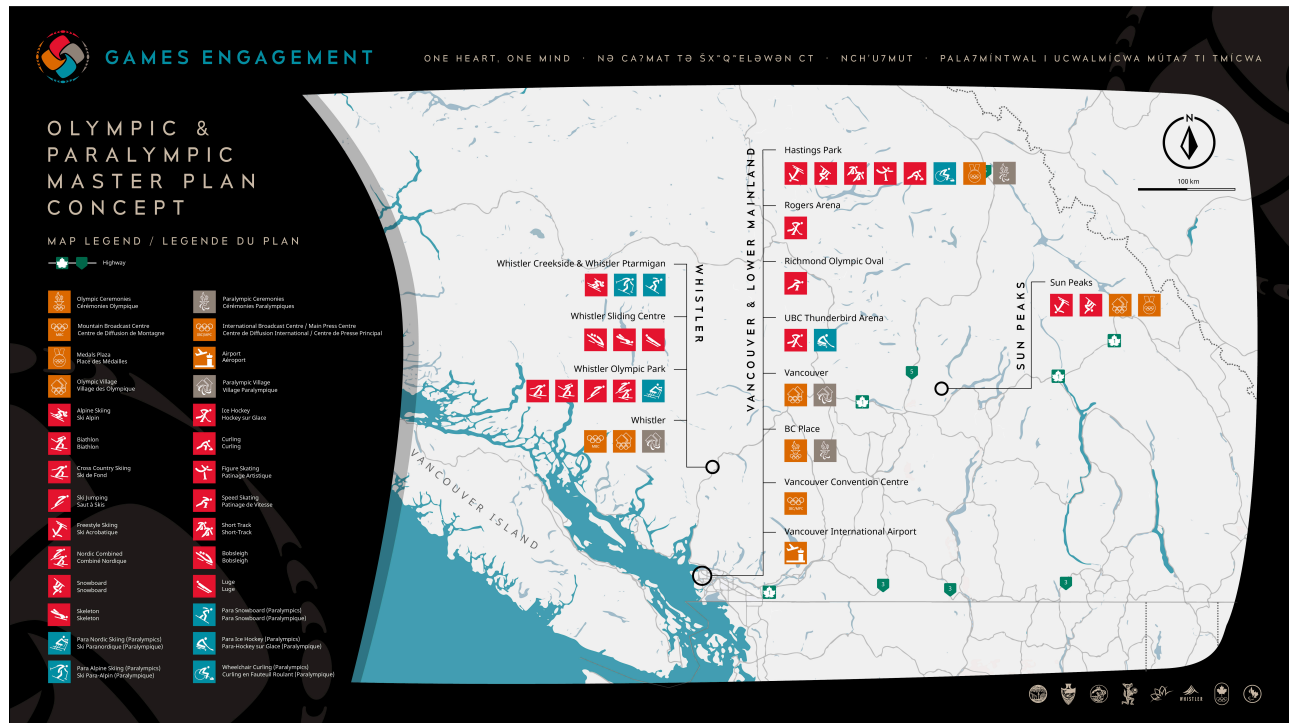
The circle is a sacred symbol in Indigenous cultures, reflected in the shape of the world, the sun and the moon, and demonstrating the interdependence of all forms of life. The circle shows equality between partners, and welcomes everyone to the table in the spirit of unity and balance.

By following the Guiding Principles above (e.g. building on 2010 venue legacies, considering weather for outdoor events and creating a Games atmosphere for athletes, spectators and residents alike), the Games concept formed naturally into three circles: Whistler (Lil'wat and Squamish territories), Vancouver and the Lower Mainland (Musqueam, Squamish and Tsleil-Waututh territories), and Sun Peaks (Adams Lake, Little Shuswap Lake and Neskonlith territories).

While Whistler, Richmond and Downtown Vancouver will build on the extraordinary experience in 2010, this concept considers two new elements: a compact circle at Sun Peaks to host the Freestyle and Snowboard teams, and a destination circle at Hastings Park. The Hastings Park concept provides an exciting opportunity to create a vibrant, festival atmosphere with the Big Air ramp on the Racecourse; Figure Skating and Short Track in the Pacific Coliseum; Curling in the Agrodome; the 2030 Games merchandise superstore; a daytime live site and nighttime medals plaza in a 10,000-seat Amphitheatre; and a Cultural Village for people to walk around, learn and engage in family-friendly activities.



### 3.2.4 VENUE MAP



### 3.3 ATHLETES' VILLAGE AND ACCOMMODATION PLAN

### 3.3.1 ATHLETES' VILLAGE POPULATIONS

Athletes' Villages are needed to house athletes, primary team officials (coaches, physios, etc.), and sometimes additional team officials. The possible sites are still under discussion for this concept. The final locations will be put forward once all parties agree on the location that best meets community needs.

VILLAGE	OLYMPIC GAMES: ATHLETES AND TEAM OFFICIALS	PARALYMPIC GAMES: ATHLETES AND TEAM OFFICIALS
Vancouver	1,850	620
Whistler	2,460	860
Sun Peaks	1,000	0
TOTAL	5,310	1,480



### 3.3.2 VANCOUVER ATHLETES' VILLAGE

The Vancouver Athletes' Village is proposed for a MST Nation-owned development site, and it would be developed by the MST Development Corporation, a partnership of the Musqueam Indian Band, Squamish Nation and Tsleil-Waututh Nation. The Vancouver Village Working Group is developing a proposal including number of non-market units as an affordable housing legacy, financing requirements, a development schedule, and more.

### 3.3.3 WHISTLER ATHLETES' VILLAGE

Possible locations for the Whistler Athletes' Village are being assessed in close proximity to the existing resort, on the traditional territories of the Lil'wat and Squamish First Nations. The Whistler Village Working Group is likewise developing a proposal to build out the best option that would deliver affordable workforce housing for the region.

### 3.3.4 SUN PEAKS ATHLETES' VILLAGE

An option for the third Athlete's Village is to be centrally located in the Sun Peaks Resort, on the traditional territories of the Adams Lake Indian Band, Little Shuswap Lake Band, and Neskonlith Indian Band. It is envisioned as a mix of hotel rooms, apartments, townhouses and 2-level stacked townhouses. The Sun Peaks Village Working Group, as with the other Villages, is developing a proposal to build out an option to include a legacy of affordable workforce housing.

### 3.3.5 ACCOMMODATION

The estimated overall IOC requirements for the Games are 25,000 rooms. These rooms will accommodate key stakeholders, including a need for over 13,000 rooms for media and 5,000 rooms for Games sponsors. In addition, an expected 2,500 beds in Vancouver and 6,120 beds in Whistler will be required for Games-time workforce (staff and volunteers).

Hotel inventory will be contracted, with the support of Hotel Associations, to meet IOC requirements for Games Family and stakeholders. Rooms and services will be secured at reasonable and customary pricing.

The Games-time workforce accommodation strategy is to use the Games as a catalyst to invest in more, much needed affordable housing projects sooner – a priority of the Host Nations and all three orders of government – rather than use funding to construct or rent temporary housing that leaves no legacy for the region.



Spectator accommodation will be supported by Airbnb, an IOC international sponsor, along with the traditional families and friends programs.

The Paralympic Games do not face the same capacity challenges for accommodation that are present during the Olympic Games and so do not require a specific strategy. The hotel contracting program for 2030, and the accommodation strategy in general, includes rooms needed for all Paralympic client groups, e.g. Paralympic Family, workforce and security resources, etc.

### 3.4 CULTURE AND EDUCATION PROGRAM CONCEPT

Many Indigenous creation stories involve the transformation of supernatural beings from human to animal, rock, mountain or other geographic features and back again to teach valuable lessons of birth, growth and renewal, and people's inextricable connection to the natural world.

The international spotlight on the Games will allow the Host First Nations to invite the world to witness the monumental transformation of the relationship between Indigenous and non-Indigenous peoples in Canada. It will provide a healing place for everyone to gather, to honour yesterday, be present today and plan for a stronger tomorrow.

In this spirit, the goals of the 2030 Culture and Education program are to:

1. Expand the voice and visibility of Indigenous peoples in British Columbia and Canada, lifting Canadian understanding and support of the reconciliation journey
2. Build on, expand and extend activities of the Host First Nations, making it undeniably clear where the Games are taking place
3. Infuse Indigenous culture through all elements of the Games and for all people who visit, engage and participate, in person or virtually
4. Celebrate the diversity of the Indigenous peoples and all Canadians to learn, share and enable a more equitable, tolerant, inclusive Canada



### 3.4.1 A GATHERING PLACE

The gathering of people to learn, share and celebrate the rich and diverse cultures represented across Canada will take place locally, regionally, nationally, and internationally, face to face and hand in hand, and expanded through the digital/virtual realm.

The planning of the Games provides opportunities for cultural awareness and sensitivity onboarding, sharing history and educating on Indigenous cultures and ways of knowing, and matters of First Nations, Métis Nation and Inuit protocol, including:

- Welcome packages for all participants: athletes, team and technical officials, National Olympic and Paralympic Committees, IOC/IPC, Heads of State, security, suppliers, sponsors, spectators
- Think Indigenous RED Talks
- School curricula and museum exhibits
- Meetings, conferences and workshops

It provides for the expression of all cultures in Canada, in all forms, through the planning and delivery of:

- Handover Ceremony at the 2026 Olympic and Paralympic Winter Games in Milano Cortina
- Athletes' Villages entertainment
- Venue and sport presentation
- Partners' programs and activations
- Sponsorship development and activations
- Olympic Truce

And it culminates in the protocol, ceremonies and celebrations surrounding Games-time:

- Olympic and Paralympic Torch Relays
- Games-time Arts Festivals
- Celebration or Live Sites
- Opening, Closing and Medal Ceremonies
- Olympic and Paralympic experience for all participants

### 3.4.2 SOME POSSIBILITIES

#### **Ceremonies:**

Use of flags, traditional staffs or ensigns or other symbols

Chiefs and Elders formally recognized, with active roles in the ceremonial procedures

Songs to accompany a defined element, such as the raising of the Games flag



An Environmental Oath to honor Mother Earth and an Elders ceremony to honor participants

Formal presentation of gifts to key dignitaries attending the event and/or the heads of each athletic delegation (nation, province, territory or state) as a welcome

Special element of heightened symbolic significance within the ceremony – a climactic or defining moment of the Opening Ceremonies

Youth cultural delegates perform element in the Closing Ceremonies developed as part of a Performing Master Class of the Cultural Youth Academy during the Games

### **Cultural Village at Hastings Park:**

Festival tents and programming on main stage and B-stage(s)

Showcase for First Nations, Inuit, Métis, and all Indigenous Peoples, and the diversity of cultures that make up Canada

Programming:

- Traditional sport demos (e.g. Dene Games, Arctic Winter Games, Slahal)
- Medals plaza highlighting sport successes of the day
- Recognition of Indigenous athletes, e.g. BC Sports Hall of Fame exhibit
- Live streaming of sport
- Dance, Music, Poetry slam, Author readings
- Indigenous plays
- Drum circle lessons
- Language lessons

Cultural food truck festival:

- Provision of Indigenous, local, and ethnic fare
- Cooking demos

Marketplace

- Indigenous craft kiosks
- Indigenous craft-making demos
- Sponsor booths
- Pin-trading

Gathering Place

- Outdoor patio concept with seating
- Special guest section



## **Cultural Youth Academy:**

Cultural youth delegates (Indigenous and non-Indigenous) across Canada participate in breakout sessions/streams led by luminaries in each field so that delegates have access to successful role models who challenge them to think, create and push the boundaries:

- Language, art (painting, sculpting, carving), music (song, dance), writing/story-telling, performing (Closing Ceremony development), fashion, entrepreneurship, etc.
- Elders Program to exchange ideas, ceremonies and dialogue between different Nations and to interact with youth delegates

## **Education:**

Existing Olympic and Paralympic Education programs run by the Canadian Olympic and Paralympic Committees offer free, world-class programs developed by educators for educators. The Games provide an opportunity to build on these delivery mechanisms to include cultural awareness, diversity, equity and inclusion, history sharing and educating on Indigenous cultures and ways of knowing. Ideas include featuring Indigenous Team Canada athletes, revitalizing Indigenous language in schools, teaching sustainability concepts and sport/equipment history

### **3.4.3 A PARTNERSHIP APPROACH**

The Organizing Committee Culture and Education budget and organizational capacity could never deliver this breadth and depth of cultural programming alone. A collaborative approach is necessary whereby the Organizing Committee; First Nations and governments; arts, cultural and heritage organizations; community groups; foundations; libraries; school boards; individual teachers; other provinces and territories; and many others realize their individual and shared objectives through co-produced and coordinated programs to shine a light on and invite people to experience the rich cultures of these lands.



## 4.0 PULLING TOGETHER

### 4.1 IN THE SAME CANOE

The 2030 Olympic and Paralympic Winter Games can remind us that there are more things that unite us than divide us. The Games require the engagement of all entities below to work together and in doing so provide the opportunity to take action on reconciliation that will endure as a legacy long after the Games are over. We are all in one canoe, sharing our energy to move forward.





## 4.2 FROM SEA TO SEA TO SEA

The Games allow for participation far beyond the location of a host venue. First Nations, Métis, Inuit and communities and organizations across Canada, from Victoria to St. John's to Alert, can choose to engage with the Games to realize their priorities. Examples of opportunities include:

OPPORTUNITY	DESCRIPTION
<b>EVENT-RELATED</b>	
Pre-Games training	Participating countries come to the region in advance of the Games to acclimatize and train. Nations and communities can host competing athletes from around the world, connect their youth, and showcase their culture, venues and hospitality
Torch relay stops and mini-cauldron lighting	The Olympic and Paralympic Torch Relays engage residents across Canada in the Games. Communities can recognize their members, providing the thrill to run with the torch and hosting mini-cauldron lightings at community celebrations.
Unaccredited media centre	Media without official Games accreditation will look for Games-related stories, providing an opportunity to direct stories around activities taking place in non-accredited areas and promote local attractions and areas of interest.
<b>ENTERTAINMENT, PROTOCOL &amp; CULTURAL EXCHANGE</b>	
Celebration sites (Live sites)	Community gathering points can invite residents and visitors to celebrate on stages with live entertainment and screens with live coverage of the Games.
Cultural exchanges	Visiting delegations can showcase talent from other regions and countries.
Hospitality houses	Sponsors, future organizing committees, and provinces and territories have set up hospitality houses to promote tourism, products, business opportunities.
Hosting foreign dignitaries	Foreign dignitaries can be invited for the Games or in the lead up the Games to further international relations.
<b>TOURISM, TRADE AND GOVERNMENT INITIATIVES</b>	
Business 2 Business economic forums	Business leaders can be invited to discuss business development objectives. With executives from the International Olympic Committee (IOC) and International Paralympic Committee (IPC) sponsors at the Games, opportunities exist to connect and develop business relationships.
Health and Wellness	Platform and profile of new and existing government initiatives around health and wellness can be highlighted or accelerated, including Indigenous sport programs.





OPPORTUNITY	DESCRIPTION
Media familiarity tours	Prior to the Games, media familiarity tours can showcase the country and region to media, provide great photo stock, b-roll, high quality footage of people, places and venues and pitch local story ideas.
Relationship-building	Whether Nation to Nation, Nation to government or community to community, the Games can be used to foster and strengthen relationships.
Trade and investment	Meetings and conferences can be organized for visiting guests to showcase programs that promote working with Indigenous businesses and Nations, and promoting British Columbia and Canada as a place to live, work and invest.
Tourism	Tourism agencies and governments can invest in strategies to recognize and promote the rich and diverse cultures of this land.
Youth development programs	Specific youth programs and initiatives can connect local Indigenous youth with Indigenous youth from across Canada, and Indigenous youth with non-Indigenous youth, to gather together and learn from each other.



## APPENDIX A: GLOSSARY OF TERMS

TERM	DEFINITION
Declaration Act	Declaration on the Rights of Indigenous Peoples Act, Government of BC
DRIPA	Declaration on the Rights of Indigenous Peoples Act, Government of BC
IOC	International Olympic Committee
IPC	International Paralympic Committee
MST Development Corporation	Partnership of the Musqueam Indian Band, Squamish Nation and Tsleil-Waututh Nation
TRC	Truth and Reconciliation Commission of Canada
UNDRIP	United Nations Declaration of the Rights of Indigenous Peoples, Government of Canada