

Preparing for Australia's Biggest Communications Challenge

Delivering communications for Brisbane 2032



Brisbane 2032

Olympic and Paralympic
Games Host

Queensland





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Shine brightest. Together.

About Us



Jessica Reid

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Government Relations



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About Brisbane 2032



Technology @ Brisbane
2032



Lessons from Milano
Cortina

Fast Facts

Brisbane 2032 Olympic and Paralympic Games



Olympic Games

23 July - 8 August 2032

28

sports

205

competing nations

10,500

athletes

Over **9.5 million** tickets



Paralympic Games

24 August - 5 September 2032

22

sports

170

competing nations

4,350

athletes

Over **2.5 million** tickets

50,000 volunteers



5,000 accredited coaches
and support personnel

Our Role



Federal and State Governments
build the permanent stages



Brisbane Organising Committee
build the temporary stages
and put on the show

Funding the Games

Where will Brisbane 2032's revenue come from?

28%

IOC contribution

35%

Sponsorship

37%

Other (licensed products,
ticketing, hospitality)



Olympic Games Broadcast

Paris 2024

19.5
million

Australians tuned into broadcast of
Paris 2024 Olympic Games

5
billion+

unique viewers and
28.7 billion viewer
hours globally



25%
increase

24,000

visiting media and broadcast personnel

Source: Paris 2024 Audience & Insights Report (IOC)

Venue Master Plan

Games to be primarily delivered across three (3) areas of the South-East Queensland region:

- Brisbane Hub - 15 venues
- Gold Coast Hub – 8 venues
- Sunshine Coast Hub - 4 venues

Supported by venues in Co-Host Cities and Towns:

- | | | |
|---------------|---------------|-------------|
| • Cairns | • Rockhampton | • Sydney |
| • Townsville | • Maryborough | • Melbourne |
| • Whitsundays | • Toowoomba | |

Three (3) Olympic and Paralympic Villages located in:

- Brisbane
- Gold Coast
- Sunshine Coast

Plus six (6) Satellite Villages and four (4) Football Hotels

The Games Venue Master Plan will continue to be reviewed and refined until late-2027 following the Sport Programme confirmation



Home of the Brisbane 2032
Olympic & Paralympic Games

Domestic Partner Opportunities

Available within the Host Country and provides the opportunity to:

- Partner with the Brisbane 2032 Olympic and Paralympic Games to deliver business, brand and stakeholder impact
- Associate with the largest event and proudest moment in Australia's history.
- Leverage the rights to use the Brisbane 2032 Emblem and Mascot.
- Enhance the delivery of the Games through the Partner's goods, services or products.



**Backing Australia
on the road to
Brisbane 2032.**

Founding Partner
and Official Bank

Brisbane 2032
Queensland

CommBank

Brisbane 2032
Queensland

CommBank is Brisbane 2032's Founding Partner, and will help Australians move beyond doubt and realise their potential, whether in a sport, in community or in business.

Brisbane 2032 Procurement Program



Brisbane 2032

Olympic and Paralympic
Games Host

Queensland



The Brisbane 2032 Procurement Program will connect businesses with our buyers. This program is how we will source everything needed to deliver the Olympic and Paralympic Games, with hundreds of packages to be released in the lead up to 2032.



PARIS 2024



Paris 2024 set a new benchmark for local content – more than 85% of suppliers were French. Almost 80% were delivered by small to medium business.

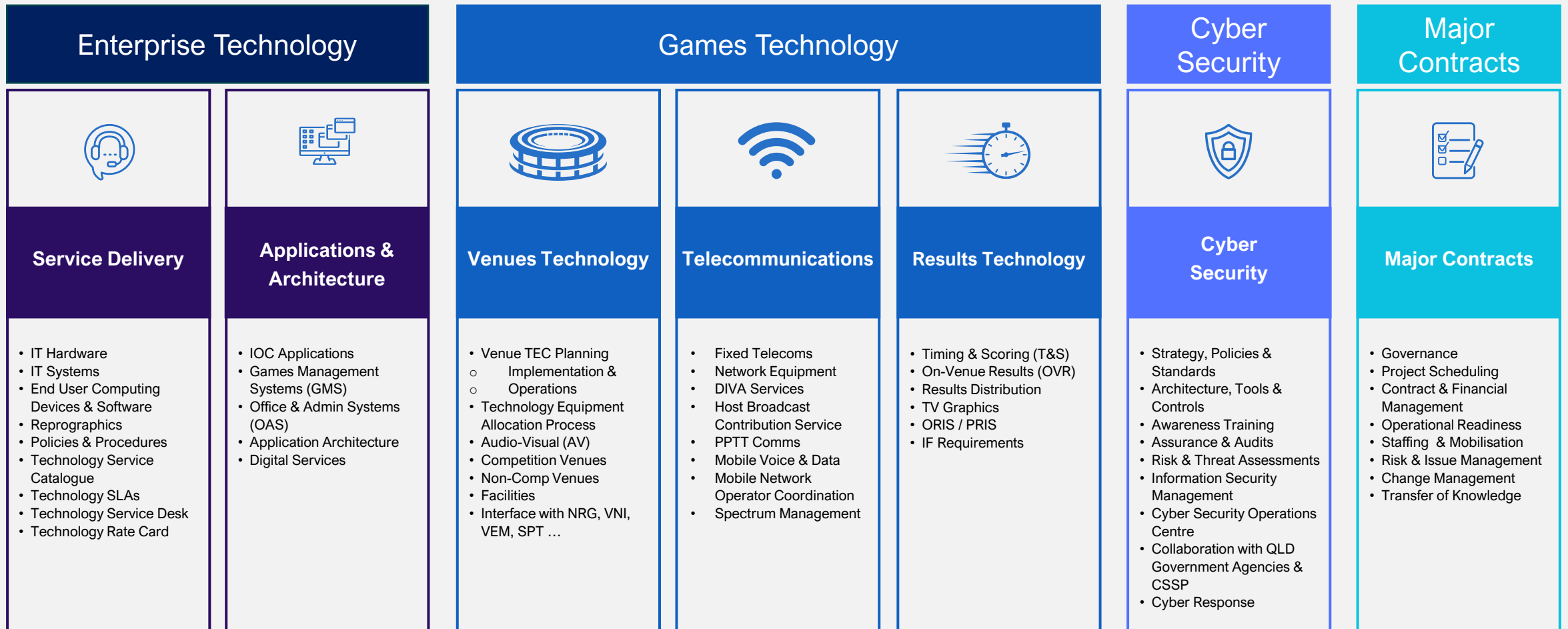


Technology @ Brisbane 2032

**The measure of success for
Technology is “silence”, with
solutions, services & operations
delivered on time, operating to
agreed service levels in a manner
that generates “no need for
discussion”.**



Technology @ Brisbane 2032



Areas of focus

What are we working on?



Telco

Partnership

Securing our Games Time
Telco partner

Connectivity For
All Competition and and
Operational locations



AI

Opportunities

Productivity, Cost
Reduction, Innovation

Enablement
Empowering individuals
and Teams responsibly



D.TEC

Deloitte Contract

Global IOC Partnership /
Games TEC Operations

1/3 of TEC
Program to be delivered by
Deloitte



Cyber

Governance

Implementing Games
Time Standards

Emerging Threats
Supply Chain, Quantum,
AI,

Telecommunications Delivery

Telecommunications Partner



Wide Area Network
(WAN) and Broadcast
Contribution Network



Olympic and Paralympic
Network



Mobile Services + Fixed
Line



Private Push-to-Talk
Service



DIVA Network Services



Host Broadcast Content
Distribution

ACMA



Spectrum Management

Mobile Service Requirements



5G Mobile Network

- Workforce and Olympic Family Only
- Spectator coverage managed by MOOG
- Handsets, eSims and Accessories
- Dedicated Mobile Coverage
- Prioritised service for
 - Workforce + VIPS
 - Timing & Scoring
 - Ticketing & Access Points



Private Mobile Radio (PMR)

- Mission-critical Push-To-Talk (PTT)
- Handsets and Terminals
- Extends to 'Last-Mile' outside perimeter
- All workforce and suppliers
- Not Emergency Services



Volumetrics



13,000

Handsets



47

Cell on Wheels



900

MiFi Devices



13,500

PTT Handsets



7,300

Peak Concurrent Users



25

Talkgroups per venue



50

Users per talk group

Spectrum Management and Monitoring



335

Unique Organisations



34,000

Unique Frequencies



13

Test & Tagging Locations



46,000

Tagged Devices



850

Incidents Logged



115

Peak Staffing

Mobile Operator Ownership Group (MOOG)



Purpose

- OCOG to share information with MNO's to support subscribers and roamers throughout games
- Review Progress of each MNO's network enhancements to identify if assistance needed
- Promote Infrastructure Sharing
- Facilitate identification of new mobile sites for legacy use



Monthly Meeting

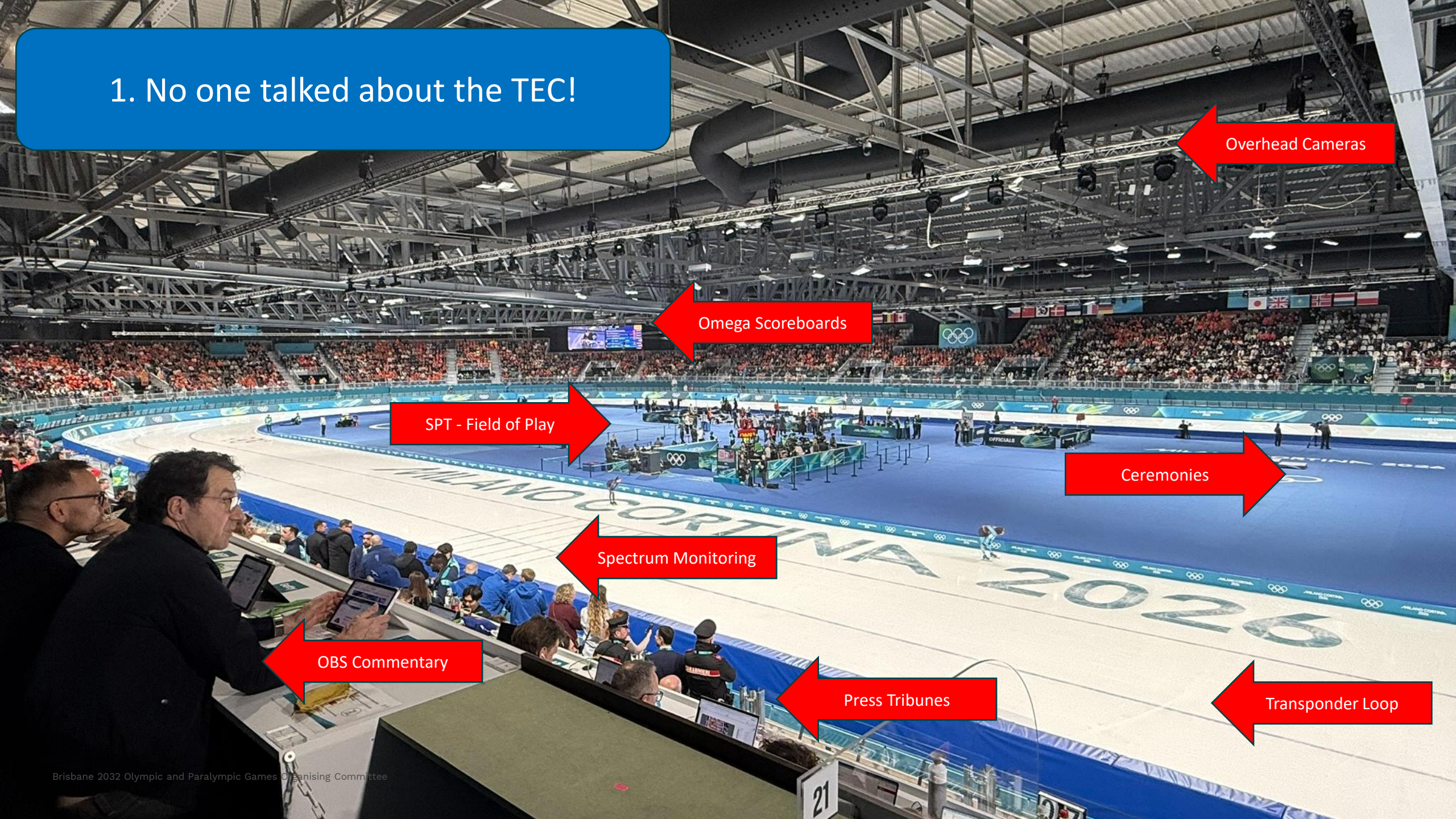
- Face-to-Face (if Possible)
- Attendees
 - OCOG Mobile Lead (Chair)
 - Service Integrator PMO (Minutes)
 - Representatives from each local Mobile Network Operator [recommended maximum two representatives per MNO]
 - Representatives from local tower and infrastructure providers





Lessons from Milano Cortina

1. No one talked about the TEC!



Overhead Cameras

Omega Scoreboards

SPT - Field of Play

Ceremonies

Spectrum Monitoring

OBS Commentary

Press Tribunes

Transponder Loop



2. Rehearse, Rehearse, Rehearse
(TRO)

MSS

VTM: LEE STEVENS
+39 335 5231154

DVTM: ROMAIN THILLIER
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DVTM: EWA SMOLINSKA
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INC #	DESCRIPTION	STATUS / NOTES	FA	CONTACT NAME
0094589	BASE STATION SECURITY	ON HOLD	TEL	
0119705	CT DELAYS (FOP)	2/2 - PLANNED	"	
0104311	OMEGA POLE	SHOULD BE RESOLVED 30/11	VDO	
0120503	MISSING RADIO HEADSETS	CAMERAS - X HEADSETS - NO	ECC	ALESSANDRO
0126117	OMEGA LADDER	ESCAPE TO MOC	VDO	
0126123	PRS-004 CABLING		VDO	
NOT LOGGED YET	FNS PARTIAL CONCESSIONS - NO TEAP	IN DISCUSSION (VITTULO INVOLVED) AS ALL MIP	VDO1	CAMILIA
0126882	TEC.117 HANDOVER	BLOCKED (FOP)	FNS	
0125572	TEFL GROUNDING	NRG WITH ILMA		
0128624	PSCB + BASE STATION	NRG WITH ILMA		

2. Rehearse, Rehearse, Rehearse
(TRO)

MILANO
SPEED SKATING STADIUM
Speed Skating

AREA / FUNCTION

REVISIONS

No.	STATUS	DATE
1	Venue Design Book 3	15/12/2023
1	Venue Design Book 3.1	26/04/2024
2	Venue Design Book 4	16/12/2024

NOTES

This drawing is part of VDB4.1, a work in progress draft publication that is released to support MC26 planning development.
VDB4.1 is not an official Venue Design Book publication.

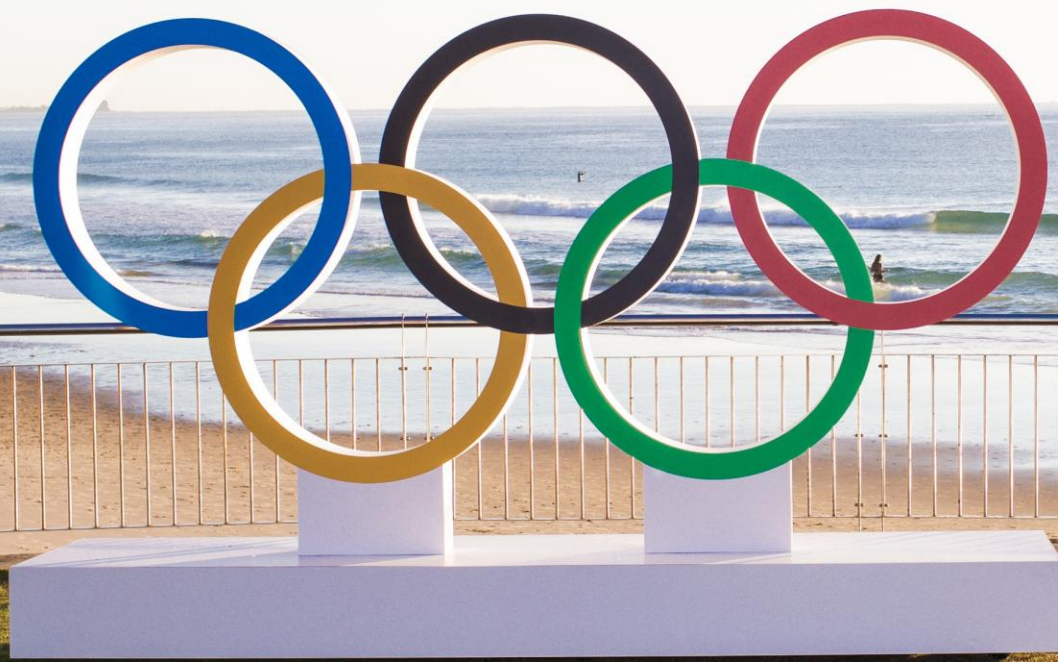
DRAFT

KEY PLAN



3. Get your designs right

Questions?



INTERNATIONAL PARALYMPIC COMMITTEE