

## Model Plan of the Residential Buildings after the Games

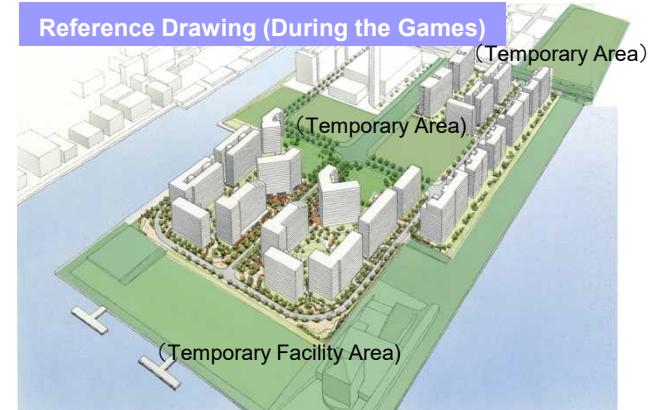


## Basic Concept of the Residential Buildings, etc.

Number of Buildings	
: Residential Buildings (Flat-type)	22
: Residential Buildings (High-rise Towers)	2
: Commercial Building	1
Number of Stories	
: Residential Buildings (Flat-type)	14 - 17
: Residential Buildings (High-rise Towers)	50
: Commercial Building	4
Total Number of Units : Approx. 6,000	

\*Residential buildings (high-rise towers) and commercial building are scheduled to be constructed after the Games.

## Reference Drawing (During the Games)



\*Residential buildings (Flat-type) will be used as accommodation buildings during the Games.



Artist's Conception of the Street



Artist's Conception of a Square

## Basic Concept of the Town Development (Zoning)



\*The zoning of this plan is included in the Pedestrian Route and Existing Park posted as part of the Harumi Town Development Concept.

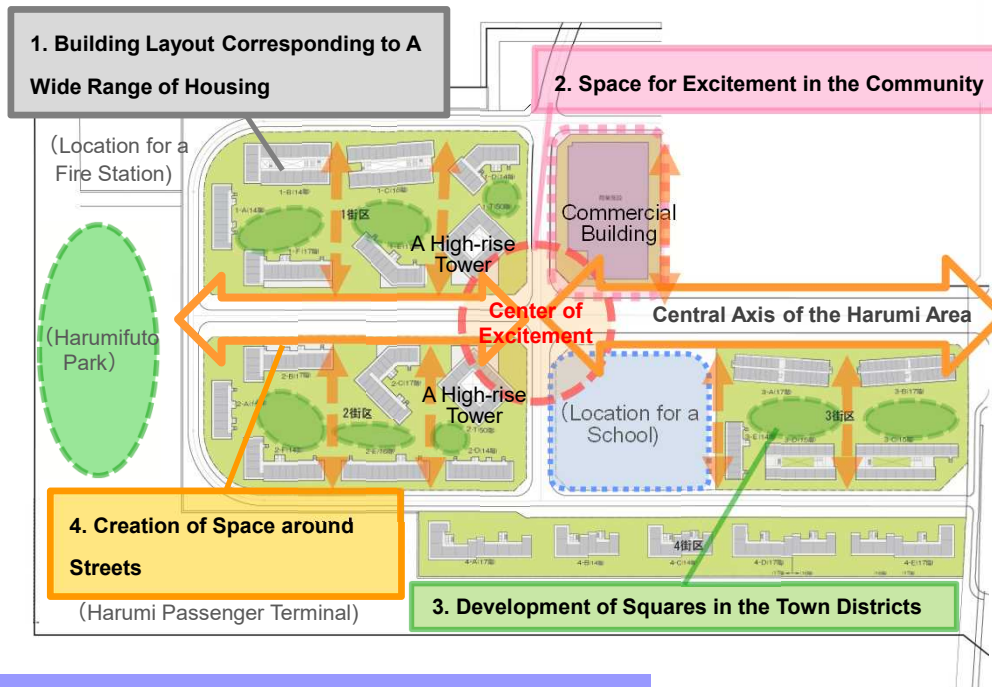
~ Development of a Town where a Diverse Range of People can Interact and Live Comfortably ~

**Residential Zone**  
Implementing residential buildings that realise a comfortable life

**Commercial & Excitement Zone**  
Implementing facilities that provide convenience and excitement

**Education Zone**  
Implementing educational facilities for children in the area

## Basic Concept of Building Layout (After the Games)



### 1. Building Layout for a Wide Range of Housing

- Layout combining flat-type buildings and high-rise towers makes it possible to correspond to a wide range of housing.

### 2. Space for Excitement in the Community

- Creating excitement in the community through the allocation of commercial building, a school, and high-rise towers along the central axis of the community.

### 3. Development of Squares in the Town Districts

- Allocation of squares filled with greenery in the town districts.
- Squares lead to passages to the central axis to ensure pedestrian space.

### 4. Creation of Space around Streets

- Creating exciting space around streets along the central axis of the Harumi Area unified with broad space of streets.

## Discussion on Olympic Legacies

### Attractive Housing Plan

- Floor plan, grade, equipment, etc.

### Environmental Measures

- Energy-saving measures, etc.

### Traffic Measures

- Ensuring pedestrian movement, etc.

### Regional Activity Support

- Ensuring space that contributes to regional activities, etc.

### Other

- International exchange, utilisation of new technology, realisation of sport city Tokyo, implementation of BRT, town development using universal designs, utilisation of waterfront space, etc.

### Disaster Control Measures

- Fulfillment of regional disaster control measures, etc.

### Child Rearing Support

- Day-care services, etc.



### ◆ The Legacy Committee led by the Governor of Tokyo works on making the Olympic and Paralympic Village an Olympic legacy in cooperation with private sectors.

- Ideal town development to increase the attractiveness of the community.
- Functions and facilities implemented in buildings, etc.