



Olympic Summer Games Mascots from Munich 1972 to Rio 2016

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> CONTENT

Introduction	3
Munich 1972	4
Montreal 1976	6
Moscow 1980	8
Los Angeles 1984	10
Seoul 1988	12
Barcelona 1992	14
Atlanta 1996	16
Sydney 2000	18
Athens 2004	20
Beijing 2008	22
London 2012	24
Rio 2016	26
Credits	28

> INTRODUCTION

The word mascot is derived from the Provencal and appeared in French dictionaries at the end of the 19th century. "It caught on following the triumphant performance of Mrs Grizier-Montbazon in an operetta called La Mascotte, set to music by Edmond Audran in 1880. The singer's success prompted jewellers to produce a bracelet charm representing the artist in the costume pertaining to her role. The jewel was an immediate success. The mascot, which, in its Provencal form, was thought to bring good or bad luck, thus joined the category of lucky charms."

The first Olympic mascot – which was not official – was named "Schuss" and was created for the Olympic Winter Games Grenoble 1968. A little man on skis, half-way between an object and a person, it was the first manifestation of a long line of mascots which would not stop.

It was not until the Olympic Summer Games Munich 1972 that the first official Olympic mascot was created. Since then, mascots have become the most popular and memorable ambassadors of the Olympic Games. An original image, the mascot has the job of giving concrete form to the Olympic spirit, spreading the values highlighted at each edition of the Games; promoting the history and culture of the host city; and giving the event a festive atmosphere.

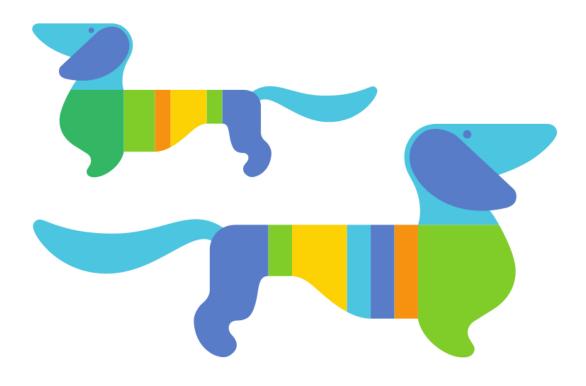
The Games mascots over the years have all been examples of ingenuity, imagination and artistic creativity. From "Waldi", the Olympic Games Munich 1972 dachshund, to "Amik", the beaver of the Olympic Games Montreal 1976, the first mascots were emblematic animals of the host countries. In 1992, Barcelona's organisers surprised everyone with "Cobi", a strange avant-garde dog created by the great designer, Javier Mariscal. Cobi was followed by a whole variety of mascots based on people, animals or even mythical and imaginary creatures.

From the dog to the snow leopard, via human-like ice cubes, the mascots lend an element of humour and joy to the Olympic experience. They contribute to the efforts made to offer a warm welcome to athletes and visitors from around the world.

In this document, each mascot is presented by a picture and a description. The mascots are a simple and efficient communications tool, just like a slogan – so follow the guide!

¹ Marie-Hélène Roukhadzé, "The Olympic Mascot", Olympic Message, August 1991, n. 30, pp. 8-9.

> MUNICH 1972



WALDI

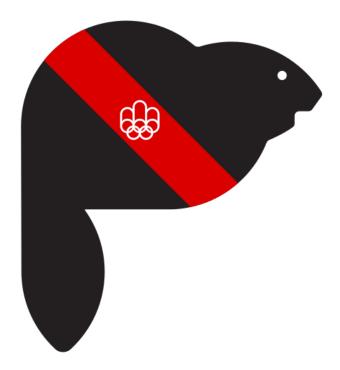
Name:	Waldi		
Description:	Waldi was the first official mascot in the history of the Olympic Games. He is a dachshund, a very popular animal in Bavaria, famed for its endurance, tenacity and agility. The mascot features several different colours: its head and tail are light blue, with a striped body featuring at least three of the six Olympic colours.		
Creator:	N/A		
Did you know?	 According to the book <i>The Olympic Marathon</i> (2000), the Olympic marathon route in 1972 corresponded to the shape of the mascot. With the dog's head to the west, the route started at the neck, and the athletes ran anticlockwise. Waldi was born on 15 December 1969 at a Munich 1972 Organising Committee Christmas party where those attending were given crayons, sheets of paper and modelling clay with which to 		

produce their mascot designs.

 Waldi had a real-life alter ego, a dog called Cherie von Birkenhof, which the Munich 1972 Organising Committee President, Willi Daume, had given to the International Sports Press Association (AIPS) President, Félix Lévitan, in 1970.

- "Bow Wow! Dachshund is Munich Olympic Mascot", Bulletin: Official report by the Organizing Committee on the preparations for the Games of the XXth Olympiad Munich 1972, May 1971, n. 5, p. 7.
- Die Spiele: the official report of the Organizing Committee for the Games of the XXth Olympiad Munich 1972, München: Prosport, 1974, vol. 1, p. 59.
- David E. Martin, Roger W.H. Gynn, *The Olympic Marathon*, Champaign III: Human Kinetics, 2000, p. 281.
- "Munich 1972 Olympic Games mascot", The Olympic Museum: Museum Treasures, website of the International Olympic Committee (2012).
- Paula Welch, "Cute Little Creatures", *Olympic Review*, September-October 1988, <u>n. 250-251, pp. 436-441</u>.

> MONTREAL 1976



AMIK	
Name:	Amik means beaver in Algonquin, a widespread language among the North American Indians in Canada.
Description:	Amik appears with a red strip featuring the emblem of the Olympic Games Montreal 1976, which symbolises the ribbon traditionally used for the winners' medals. There is also a version with a multi-coloured ribbon, in the colours of the Organising Committee.
Creator:	Guy St-Arnaud, Yvon Laroche and Pierre-Yves Pelletier, under the leadership of Georges Huel.
Did you know?	 A national competition was held in Canada to find a name for the mascot. Choosing a beaver was far from random, as the animal is closely linked with the history of Canada, where it appears on the reverse of the five-cent coin and various stamps. It also features on the coats of arms of Montreal and Kingston, where the sailing competitions were held.

- This animal is known for its patience and hard work, and has occupied a significant role in Canada's development since the 16th century, when the trade in beaver fur became the major commercial activity in North America.
- In Greek mythology, Castor, and his twin Pollux, the sons of Zeus, were the gods of hospitality and athletes.

- "Beaver is COJO mascot", *Daily summary: Games of the XXI Olympiad Montréal* 1976, [Montreal]: OCOG, 18 July 1976.
- Montreal 1976: Games of the XXI Olympiad Montreal 1976: official report, Ottawa: COJO 1976, 1978, vol. 1, pp. 320, 354.
- "Montreal 1976 Olympic Games mascot", The Olympic Museum: Museum Treasures, website of the International Olympic Committee (2012).
- "Montréal Games Mascot Unveiled", Olympress 1976: Games of the XXIst Olympiad Montréal, October 1974, vol. 2, n. 8, p. 3.

> MOSCOW 1980



MISHA

Name:	The bear's full name is Mikhail Potapych Toptygin.		
Description:	The bear is a familiar animal in Russia, appearing in many popular stories, songs and poems. Misha wears a striped belt around his waist made up of five bands in the colours of the Olympic rings. The belt consists of the five rings in a single colour.		
Creator:	Victor Chizhikov		
Did you know?	 A survey was conducted among the viewers of a TV programme about animals and the readers of a sports newspaper to choose a bear for the mascot. Some 45,000 letters were received from all over the USSR. A group of artists then produced 60 graphic versions of the mascot. It was finally the version by Victor Chizhikov, a well-known children's book illustrator, that was chosen. On 15 June 1978, Misha took off on a "Soyuz" rocket to spend 		

some time on the "Salyut 6" space station.

- In an emotional moment, an enormous Misha bade farewell to the 100,000 spectators at the Great Arena at the end of the Closing Ceremony of the Games before being lifted off by balloons and disappearing into the sky.
- Although much less well-known than Misha, a seal named Vigri symbolised the sailing competitions at the Olympic Summer Games Moscow 1980, which were held in Tallinn.

- Games of the XXII Olympiad Moscow 1980: Official report of the Organising Committee of the Games of the XXII Olympiad, Moscow: Fizkultura i Sport, 1981, vol. 2, pp. 305, 418-419.
- "Moscow 1980", Olympic Review, December 1979, n. 146, p. 687.
- Paula Welch, "Cute Little Creatures: Mascots lend a smile to the Games", *Olympic Review*, September-October 1988, <u>n. 250-251, p. 438</u>.
- Pyotr Skobelkin, "Misha dons a space helmet", Olympic Panorama, 1978, n. 8, pp. 1 & 3.

> LOS ANGELES 1984



SAM

Name:	Sam	
Description:	Sam looks friendly and cheerful in order not to frighten children and to embody the optimism of the Olympic spirit. With his hat featuring the design of the national flag, he shows that he is part of American culture.	
Creator:	C. Robert Moore, Walt Disney Productions	
Did you know?	 Before becoming an eagle, the animal chosen as the mascot for the Olympic Games Los Angeles 1982 was a bear, the emblem of California. This idea was dropped, as a bear had already been used for the Olympic Games Moscow 1980; so it was this famous bird of prey, the symbol of the American nation, which was the natural choice for the mascot's creators. Sam also recalls the bronze eagle which welcomed the winner of the stadium race when he crossed the finish line at the ancient Olympic Games. 	

 A cartoon was created featuring the mascot Sam, in the form of a detective who used the magic of the five Olympic rings on his hat to get himself out of all kinds of situations.

- "Mascotte et mine d'or des prochains Jeux Olympiques", Lausanne Cités, 24 May 1984.
- "Mascot of the Los Angeles 1984 Olympic Games", The Olympic Museum: Museum Treasures, website of the International Olympic Committee (2012).
- Official report of the Games of the XXIIIrd Olympiad Los Angeles 1984, Los Angeles: Los Angeles Olympic Organizing Committee, 1985, vol. 1, p. 246.

> SEOUL 1988

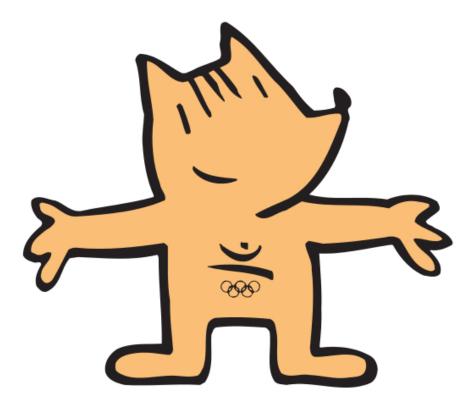


HODORI		
Name:	The "Ho" of Hodori comes from the Korean word meaning tiger, while "Dori" is a common masculine diminutive. The name was chosen from 2,295 competition entries submitted by the general public.	
Description:	The tiger appears frequently in Korean popular art and legends. With a positive image, it is often associated with humour, bravery and nobility. Hodori wears the Olympic rings around his neck. On his head is a typical traditional Korean hat, the sangmo. The ribbon on the hat is in the shape of an S for Seoul, and appears in various forms. Kim Hyun	
Creator:		
Did you know?	 The Organising Committee set up a contest to select the mascot which generated 4'344 entries. Four candidates were selected - a rabbit, a squirrel, a pair of mandarin ducks and a tiger. Finally the tiger was chosen. Kim Hyun, Hodori's creator, was also behind the emblem for the Asian Games in 1986. 	

- Although less well known, there is a female version of the mascot named Hosuni. "Suni" is the Korean for "girl".
- The cartoon book "Come along Hodori" about the mascot won the top prize in the children's category of a Korean cartoon awards contest in 1988.

- James F. Larson, Heung-Soo Park, *Global television and the politics of the Seoul Olympics*, United States of America and United Kingdom : Westview Press, 1993, p. 120.
- John A. Callcott, "Preparations well underway for XXIV Olympiad in Seoul", Olympic Review, February 1985, n. 208, p. 92.
- "Mascot of the 1988 Games in Seoul", The Olympic Museum: Museum Treasures, website of the International Olympic Committee (2012).
- Official report: Games of the XXIVth Olympiad Seoul 1988, Seoul: Seoul Olympic Organizing Committee, 1989, vol. 1, pp. 636-639 & 840.

> BARCELONA 1992



COBI			
Name:	The name Cobi is an allusion to COOB'92, an abbreviation of the Barcelona'92 Olympic Organising Committee. The name was chosen because it is simple and easy to pronounce in most languages.		
Description:	Cobi is a humanised Pyrenean mountain dog, in a "Cubist" style. While his expression and three spiky hairs are the same, he has an impressively large wardrobe. Reactions to Cobi were mixed when he was first presented, but he grew in popularity during the months leading up to the Games, and ultimately proved a huge success. Javier Mariscal		
Creator:			
Did you know?	 A competition by the Organising Committee between six designers decided the choice of mascot. The jury of experts selected Mariscal's submission. Mariscal's contribution to the Olympic Games Barcelona 1992 was not limited to Cobi. He also designed characters for the Opening 		

Ceremony representing Spanish painting and culture, as well as the font used for the diplomas awarded to the first eight competitors in each event.

 A series of 26 episodes of the cartoon "The Cobi Troupe" related the adventures of Cobi and his friends. The aim of the series, whose target audience was 5-12-year-olds, was to make the mascot more widely known and promote the Olympic Games Barcelona 1992. The rights were bought by 24 television channels.

- Andy Robinson, "Mariscal-Cobi A jester in Barcelona", *Olympic Review*, September-October 1990, n. 275-276, pp. 442-445.
- "Cobi becomes the hero of the day", *Olympic Panorama*, 1989, n. 1(48), National Olympic Committee of the USSR, Sovetsky Sport Publishers 1989, p. 22.
- Official Report of the Games of the XXV Olympiad Barcelona 1992, Barcelona: COOB'92, 1992, vol.3, pp. 50, 321 & 346 and vol.4, p. 55.

> ATLANTA 1996



IZZY	
Name:	Originally called "Whatizit", the name Izzy was chosen by 32 American children aged from 7 to 12 from among the following five names: Kirby, Starz, Zack, Gleamer and Izzy. This shortlist was produced from the more than 3,300 suggestions from children in 16 different countries.
Description:	A product of information technology, Izzy is blue and wears training shoes. The five Olympic rings are in various places around his body. After the Closing Ceremony of the Olympic Games Barcelona 1992, where he received a mixed reception when first presented, Whatizit was redesigned and renamed by the children of Atlanta. Over time, a mouth appeared where there had first been only lips; stars appeared in his eyes; and his initially skinny legs became more muscled. Finally, a nose grew in the middle of his face.
Creator:	John Ryan, DESIGNefx
Did you know?	 Izzy is an unusual mascot in that he is not an animal, nor a human figure, nor an object.

- A 30-minute educational cartoon was created and shown throughout the autumn of 1995 on the Cartoon Network channel. To be able to get to the Olympic Games, Izzy had to win five magic rings.
- Izzy was also the hero of a video game entitled "Izzy's Quest for the Olympic Rings".

- 1996 Olympic Games: press guide, Atlanta: Atlanta Committee for the Olympic Games, 1996, p. 35.
- "Izzy's Quest for the Olympic Rings", Wikipedia article (French).
- "Mascot of the 1996 Atlanta Olympic Games", The Olympic Museum: Museum Treasures, website of the International Olympic Committee (2012).
- The Official Report of the Centennial Olympic Games: Atlanta 1996, Atlanta: Peachtree publishers, 1997, vol. 1, p. 274.
- "Whatizit? 'Tis Izzy", Olympic Review, December 1993, n. 313, p. 493.

> SYDNEY 2000



SYD, OLLY AND MILLIE

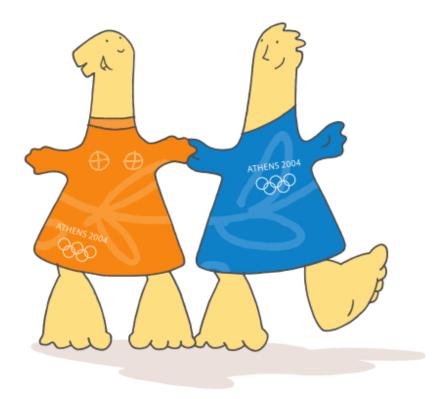
Name:	Syd is a reference to Sydney, Olly to Olympic and Millie to the new millennium.	
Description:	The three mascots are a duck-billed platypus (Syd), a kookaburra (Olly) and an echidna or spiny anteater (Millie). They symbolise the water, air and earth respectively. Their colours correspond to those of the Games emblem, and all three are typical examples of Australian fauna.	
Creator:	Matthew Hatton	
Did you know?	 The choice of mascots was based on a survey in Australia and other countries. Matthew Hatton's duck-billed platypus sketch got him selected for the mascots project. The objective of the project was also to avoid kangaroos or koalas, which is why two other less well known animals were chosen. This was the first time there had been three official mascots. There had previously been couples, for example Hidy and Howdy for the 	

Olympic Winter Games Calgary 1988, or even a quartet: the four Snowlets for the Olympic Winter Games Nagano 1998.

 The kookaburra and the duck-billed platypus are two emblems of the Australian state of New South Wales, of which Sydney is the capital.

- Media guide: Sydney 2000 Olympic Games: September 2000, SOCOG, 2000, pp. 43-44.
- "Symbols and Emblems of NSW", website of the New South Wales Government.
- "The mascots of the Games of the XXVII Olympiad", Olympic Review, February-March 1997, XXVI-13, pp. 5-8.

> ATHENS 2004



PHEVOS AND ATHENA

Name:	Phevos and Athena. The names of the two mascots are a reference to two gods of Olympus: "Phoebos" is another name for Apollo, the god of light and music; "Athena" is the goddess of wisdom and protector of the city of Athens. The two mascots thus symbolise the link between Ancient Greece and the Olympic Games of the modern era.
Description:	Phevos and Athena are brother and sister. They owe their strange shape to a typical terracotta doll in the shape of a bell from the 7th century BC, the "daidala". They symbolise the pleasure of playing and the values of Olympism. The choice of a brother and sister was deliberate: they embody the unity of men and women, through equality and brotherhood. Phevos wears a blue tunic to recall the sea and the colour of the Games emblem, while Athena is in orange to evoke the sun and the Paralympic emblem.
Creator:	Spiros Gogos, Paragraph Design

Did you know?	_	In Ancient Greece, as well as being children's toys, daidala had a symbolic function. Before they got married, girls would sacrifice their doll and their dress to the gods for purity and fertility. The example which inspired the mascots is displayed at the National Archaeological Museum in Athens.
	-	A competition was held to design the mascot. In all, 196 proposals were submitted by design agencies and professionals from all over the world.

- "Athens 2004 Mascot", website of Athens 2004, 9 April 2002.
- "Athina et Phivos découvrent les 35 disciplines olympiques", press release, website of Athens 2004, 11 July 2002.
- "Mascot", website of Athens 2004.
- "Mascots of the 2004 Athens Olympic Games", The Olympic Museum: Museum Treasures, website of the International Olympic Committee (2012).
- Official report of the XXVIII Olympiad: Athens 2004, Athènes: ATHOC, 2005, vol.1, pp. 320-323.
- "The Dream of Phèvos and Athenà", *Athens.04, the official magazine of ATHOC*, n. 02, June 2002.
- "Unique Mascots for a Unique Olympic Games", *Athens.04, the official magazine of ATHOC*, n. 02, June 2002.

> BEIJING 2008



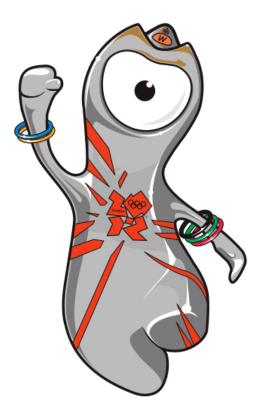
BEIBEI, JINGJING, HUANHUAN, YINGYING, NINI

Name:	Each name rhymes by repeating the same syllable: a traditional Chinese way of showing affection to children. Linking the five names forms the sentence "Welcome to Beijing" (Bei Jing Huan Ying Nin). The mascots form the "Fuwa", which translates as "good-luck dolls".
Description:	The mascots correspond to the five natural elements and, apart from Huanhuan, to four popular animals in China. Each mascot represents the colour of one of the five Olympic rings. Each also bears a wish, as it was traditional in ancient Chinese culture to transmit wishes through signs or symbols. Beibei the fish is a reference to the element of water. She is blue and her wish is prosperity. The waves on her head are based on a design in traditional Chinese painting. Jingjing the panda represents the forest. He is black and his wish is happiness. Porcelain paintings from the Song dynasty (960-1234 AD) were the inspiration for the lotus flowers on his head. Yingying, the Tibetan antelope, represents earth. He is yellow and his wish is good health. Decorative elements from Western China appear

	on his head. Nini, the swallow, represents the sky. She is green and her wish is good luck. Her design is inspired by those on Chinese kites. Swallow is pronounced "Yan" in Chinese, and an ancient name for Beijing was "Yanjing". Huanhuan symbolises fire and the Olympic spirit. His red colour transmits the passion of sport. Dunhunag grotto art inspired the decoration on his head, together with certain traditional good-luck designs.
Creator:	Han Meilin
Did you know?	 The Organising Committee invited graphic designers and communications agencies all over the world to send their suggestions for mascots for the Games and attracted more than 3,000 submissions. A series of 100 cartoon episodes entitled "The Olympic Adventures of Fuwa" was shown on more than 100 television channels throughout China, on the public transport system in Beijing and on China's nationwide rail TV networks.

- "<u>Fuwa Cartoon Further Airs on Public Transport TVs</u>", Crienglish.com website, 21 November 2007.
- "Image and Look: The Official Mascots of the Beijing 2008 Olympic Games", website of Beijing 2008.
- Official report of the Beijing 2008 Olympic Games, Beijing: BOCOG, 2010, vol.3, pp. 266-267.
- "The Official Mascots of the Beijing 2008 Olympic Games", press release, website of Beijing 2008, 11 November 2005.
- "The successful Olympic Adventures of Fuwa", press release, website of Beijing 2008, 28 August 2007.

> LONDON 2012



WENLOCK	
Name:	Wenlock takes his name from the town of Much Wenlock in Shropshire, which still hosts the traditional Much Wenlock Games. These were one of Pierre de Coubertin's sources of inspiration for the modern Olympic Games.
Description:	According to the story by Michael Morpurgo, Wenlock's metallic look is explained by the fact that he was made from one of the last drops of steel used to build the Olympic Stadium in London. The light on his head is based on those found on London's famous black cabs. The shape of his forehead is identical to that of the Olympic Stadium roof. His eye is the lens of a camera, filming everything he sees. On his wrists, he wears five bracelets in the colours of the Olympic rings. And the three points on his head represent the three places on the podium for the medal winners.
Creator:	Iris design agency
Did you know?	 Streets, parks and underground station entrances in London were

decorated with 84 sculptures of Wenlock and the Paralympic mascot Mandeville standing 2 metres 30 tall and each weighing a ton, to help guide tourists during the Games. These sculptures were decorated by 22 designers to reflect their surroundings.

 The mascots were chosen in a competition launched in 2008. More than 100 designers, artists and agencies submitted proposals.
 Wenlock and Mandeville were chosen from a series of designs which included a humanised pigeon, an animated teacup and representations of Big Ben featuring arms and legs.

- "London 2012 Launches Olympic Mascot", news, website of the International Olympic Committee, 19 May 2010.
- "London Mascots", Olympic Review, April-May-June 2010, n. 75, p. 13.
- "Mascots We are the London 2012 Mascots", website of London 2012.
- Matthew Beard and Michael Howie, "<u>Wenlock and Mandeville Go Large: 84 Giant Mascots</u> to greet Games Tourists", London Evening Standard, 29 May, 2012.
- Owen Gibson, "London Olympics 2012: Meet Wenlock and Mandeville, drips off the old block", The Guardian, 19 May 2010.

> RIO 2016



VINICIUS

Name:	The name of the Olympic mascot pays tribute to Brazilian musician Vinicius de Moraes.
Description:	Vinicius is a mix of different Brazilian animals. His design takes inspiration from pop culture, as well as video game and animation characters. Alongside his Paralympic Games colleague, Vinicius represents the diversity of the Brazilian people and culture, as well as its exuberant nature.
Creator:	Birdo Produções
Did you know?	 The call for tenders for the creation of the Olympic Games Rio 2016 mascots was launched in November 2012, and was aimed at Brazilian companies and professionals in the fields of design, animation and illustration. The country's major firms took part. After various selection phases, a multi-disciplinary jury unanimously selected the final project in August 2013. The Olympic and Paralympic mascots were unveiled simultaneously to the public on

23 November 2014.

- Over the three weeks following the presentation of the Olympic and Paralympic mascots, a public vote took place to select their respective names. Three choices were on offer: Oba and Eba; Tiba Tuque and Esquindim; and Vinicius and Tom. A total of 323,327 votes were registered. The third proposal won the competition, with 44 per cent of the valid votes.
- The mascots (life-sized costume versions) made their first public appearance at the Ginásio Experimental Olímpico Juan Antonio Samaranch, named after the former IOC President. This is a school in Rio, opened under the impetus of the Games and aimed at young sporting talents.

- "Rio 2016 Olympic and Paralympic mascots delight children on first public appearance", news, website of Rio 2016, 24 November 2014.
- "Rio 2016 launches the Games Mascot selection process call for proposals", news, website of Rio 2016, 6 November 2012.
- "Rio 2016 Olympic and Paralympic mascots named Vinicius and Tom by public vote", news, website of Rio 2016, 14 December 2014.
- Tânia Martins, "Coming soon, the Rio 2016 mascots...", Blog, website of Rio 2016, 18 November 2014.

> CREDITS

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