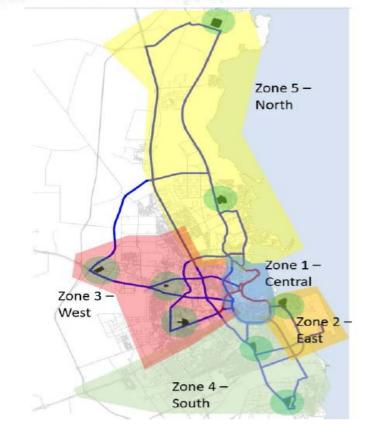
"To provide safe, secure, functional, reliable, accessible and seamless mobility for all constituent groups during the 2022 FIFA World Cup Qatar™ and associated events"



First FIFA World Cup in the Middle East Region.

First in history where all 64 games are played in small geographical area

– only 55kms between most distant stadiums







FIFA Tournament Time Demand Model (TTDM) forecasts indicate that upwards of 1.7 million people could visit Qatar during the Tournament with approximately 500,000 visitors in the country on the busiest days.

The opening match of the Tournament will be held on 21st November 2022 and will conclude with the final on 18th December 2022.



With stadium capacities ranging from 40,000 to 80,000 spectators, on the peak operations days, there will be in excess of 200,000 spectators travelling to matches.

Over the course of the Tournament, there will be in the region of 3.08 million tickets sold.





Hamad International airport (HIA) and Doha International Airport (DIA) will be utilised for the Tournament.

These airports are adjacent to each other and have a total of three runways.





The anticipated daily movement rate is 2000 aircraft from D-7 until D+2



FIFA forecast passenger numbers are 110,000 per day in this period.

Other traffic peaks will be experienced during the knockout phase and for the day of the Final (18th December 2022)



The runway capacity will be 90 total movements per hour for a 3-runway system (HIA & DIA) – but potential to increase this figure subject to system and procedural changes.

Current airspace structure and arrangements cannot sustain this movement rate due to the limited routes available.





Capacity increases are possible with some airspace restructuring within the Doha TMA, however, this is not enough.

ATFM is required....



....to balance the exceptional demand against the anticipated capacity.



ATFM will be introduced through......

- Regional framework
- State organisation
- Collaboration with neighbours

