

Format – ‘Pursuit

Meets IOC criteria

- 4 days total (3 days qualifying + 1 finals day (1 reserve)
- Medals decided on finals day, not before.
- 10 teams with medal chance on finals day creating a draw for 10 national broadcasters.

Stages

- Qualifying + Finals
- Days 1,2 & 3: Qualifying:
 - Full fleet racing – windward / leeward
 - Nine races, three races per day, 1 discard, low point scoring
 - Race Target time 20 to fit 30 minute TV window
 - Top 10 boats advance
- All teams start the final race on equal points, but the points each team has are converted to a delay penalty at the start. So the leader starts the race at ‘go’, but a team that had a five points deficit from the opening series can only start 5 seconds later.
- The course should be a Sail GP style, with a reach to start and then to a downwind. This is to facilitate the starting sequence.
- Teams that are OCS can do a 360 if they are close, or can be DSQ for gross violation.
- The finish order across the finish line establishes all positions in the regatta.
- Submitted by Simon H

Key Benefits

- Decisive final day, where all 10 teams can win any medal.
- Incentive to be the best on every race and every day of the competition, which rewards the best/highest performing sailors at that point of the cycle
- Scoreboard heading into the final day is important, but not decisive.
- A single race that can be marketed and has a secure time window for TV

Key Drawbacks

- Relies on a single race for the outcome, which can be considered too random for sailing
- Would need to invent some pre-start rules so that later starters do not match race early starters and prevent them from using their starting advantage