# International
## D O G   S P O R T S

**2024 Dock Diving Guidelines**

Any healthy, well behaved dog over 6 months old can compete in all of the dock diving games, with a participating IDS facility, regardless of their breed, experience, or other dog sport affiliations. The only requirement is that they want to have FUN and have an IDS # for the purpose of tracking their scores, their title points, International Rankings and Championship Invitations. The IDS 2024 season ends September 3rd, 2024.

**New IDS Dog Registration**
**New IDS Junior Handler Registration**

## General Guidelines

- Dogs must be at least 6 months old to compete in dock diving games.
- Dog must appear in good health and physically able to enter and exit pool/dock safely.
- No females in season are permitted on grounds.
- Handlers must be 5 years or older to be on the dock
- Handlers between 5 years old and 9 years old, must be accompanied by an adult on the dock
- No pushing/blocking dog off the dock. Dog must jump by themselves.
- Refunds are at the facility's discretion.
- All dogs should be up to date on veterinarian recommended vaccinations or titers. Facility may require verification.
- Dogs are permitted to wear flat collars, life jackets and swim vests as long as it does not pose a safety hazard. Ask your facility.
- Each facility owner has the right to excuse any handler for any reason. This includes but is not limited to misconduct, unsportsmanlike behavior, or abusive treatment to dogs and/or people.
- The judge's decision is final.
- No loose dogs. Dogs will be on a leash when on the property except when on the dock.
- No retractable leashes are permitted on the grounds.
- No food or treats can be used on the dock during competitions.
- No choke chains on the dock. Check with facilities regarding prong and electronic collars.
- Event registration is handled by each individual facility, not IDS. Contact your dock for their registration process, procedures and facility specific rules.
- Pick up after your dog's waste.

**IDS Dock Diving Games offered in the 2024 season include Horizon, Eclipse and Velocity. See details on the different games, rules, classes, and divisions below.**

## Classes

All of the dock diving games offer 3 different classes.

### Open

- Any dog under the age of 8 at the start of the year. (Jan.1st)
- Any dog over 16" at the withers.
- Facilities will record top placements for the Open class in each division, to be used by IDS for Championship Invites. See the IDS Championship Criteria document on the website for more detailed year end Championship information.

### Lap

- Any dog 16" or less at the withers
- Verified at 24 months or older. If there is a change after verification, skill points will be transferred. Majors and Minors will not.
- Handler to enter dogs height when registering for an IDS #. Facilities can choose to check height onsite if there is a question.
- Facilities will record top placements for the Lap class in each division, to be used by IDS for Championship Invites.
- If the dog meets the Lap & Legend requirements, Lap takes precedence. There is no Lap Legend division at this time.

### Legend

- 8 yrs old at the start of the calendar year. (January 1st)
- Facilities will record top placements for the Legend class in each division, to be used by IDS for Championship Invites.
- Legend divisions are the same as Open class however, they are only ranked against other Legend dogs.
- When an Open Dog moves to Legend, any unused Open skill points will transfer to Legend points. Major and Minors will not.
- If the dog meets the Lap & Legend requirements, Lap takes precedence. There is no Lap Legend division at this time.

## Junior Handler Program

IDS has created a unique Junior Handler Program. All of the Junior Handler Program details can be found HERE.

## Dock Diving Games

**Horizon** - A game that measures the distance a dog can jump from the dock.

- During a Horizon round the handler(s) throws a toy into the pool and their dog runs down the dock and jumps into the pool.
- Event format (Closed Rounds = scheduled jump times vs. Open Rounds = no set time) will be at the facility's discretion. Open Rounds require a minimum of at least 1 dog in between each dog's round for the health and safety of the dogs.
- Running order will be at the facility's discretion. Ask your facility.
- 3 minutes total on the dock. Time starts when both the dog and handler are on the dock. Practice is at the facility's discretion.
- Max of 2 handlers on the dock.
- Toy Requirement - No live, No food, No dead.
- Each dog gets 2 judged jumps. The highest of the 2 is your "recorded score" for that round.
- Distance is measured at the base of the dog's tail when it enters the water.
- Scores are determined by the judge's sight (manually judging).
- Minimum of 2 rounds are required at a qualifier to be eligible to qualify for finals
- The Finals Bubble will be based on the dog's highest score of the weekend/event.
- Finals: May be offered by the host facility or placements off of the final bubble. If holding fun finals, top 5 dogs in each division will compete in a jump off. Highest score of two jumps will be the dog's score.
- Facilities will record top placements for Horizon Open, Lap and Legend for Championship Invite purposes and can choose to offer placement awards.
- In the event of a tie, the dog's 2nd highest score for the event will be used as the tie breaker.
- IDS Horizon Titles can be earned based on a point system. Refer to the IDS Dock Diving Titling Program document for more detailed titling information.

**Eclipse -** A game where the toy is suspended over the pool, at different distances, and the dog is required to knock the toy down.

- Bumper is hung 2' above the dock for OPEN and 1' above the dock for LAP classes, from an approved Eclipse Rig.
- Dog can start anywhere on the dock
- Max of 2 handlers
- Dog needs to detach the bumper from the rig. It just needs to fall. Does not count if they are already heading up the exit ramp.

- Bumper is moved out in 1' increments after each successful knock down.
- The dog gets 3 overall misses or 2 at the same distance, before their turn is over
- The distance of the dog's last successful grab will be the "recorded score"
- Running Order determined by facility. Exceptions will be for Championship events where 1 format will be used across all venues.
- Practice is determined by facility. Exceptions will be for Championship events where 1 format will be used across all venues.
- Each team has 60 seconds to knock down the bumper. Time starts when both dog and handler are on the dock and the rig has been set.
- Handlers are allowed to ask for a 45 second break if they make 2 successful grabs back to back.
- Handlers can skip to a higher distance, except at a division break. See Eclipse divisions.
- Bumper: White foam double dokken, atlas bumper, katies bumper or similar as long as the bumper is able to hang at the appropriate height and is safe. Ask your facility which bumper they use. Exception will be at the Championship event where the dokken toy will be used across all locations.
- No finals/jump offs. Eclipse is an "All In One" finals format.
- Eclipse Tie breakers:
    - #1 - The dog with the least amount of misses
    - #2 - The dog with the highest 1st miss wins (dogs are tied at 17. Dog A's 1st miss was at 16. Dog B's 1st miss was at 17. Dog B wins the tie)
    - #3 - The dog with furthest 1st grab
    - #4 - Season Average
- Facilities will record top placements for all classes and divisions (Open/Lap, etc.) for Championship Invite purposes and can choose to offer placement awards.
- IDS Eclipse Titles are earned based on a point system. Refer to the IDS Dock Diving Titling Program document for more detailed titling information.
- Voluntary Withdrawals, for any reason, are viewed as a forfeit. Any invites or competition points that would have been earned, will be forfeited. Skill points will remain.

**Velocity -** A game that records the time in which a dog can retrieve a toy at the end of the pool.

- Dog gets two swims back to back per round. The fastest time will be the "recorded score" for that round.
- Running order determined by facility. Exceptions will be for Championship events where 1 format will be used across all venues.
- Max of 1 handler (this is a team game. 1 dog and 1 handler)

- Open class Handlers throw their toy past the 36' mark on the pool. Lap class Handlers throw the toy past the 29' mark on the pool.
- The handler has 60 seconds to get the toy and dog into position. Time starts once the handler and dog are on the dock.
- The judge can allow up to 10 seconds for the toy to float into position.
- If the toy placement is off to the side and/or not past 36' the handler can ask for one reset per swim.
- Handler sets the dog in the start box between the 5'- 6' mark on the dock for Open and 3'- 4' mark for Lap. This means that the dog's front paws need to be in between those measurements on the dock.
- Handler will signal to the judge when they are set and ready
- The Judge will say "3,2,1 Go" Handler will release the dog after the word "Go."
- The dog has 30 seconds from when the judge says "Go" to leave the dock, otherwise it would be considered a "time out" aka no score for that swim.
- Time starts once all 4 paws of the dog have left the dock. Facilities can choose to use electronic timers or manual timers. If using electronic timers, a manual timer must also be used as a backup.
- Time will stop once the OPEN class dog's nose crosses the 35' line and the 28' line for LAP.
- Times over 30 seconds will result in a zero score.
- No one is allowed to move along the sides of the pool during a dog's swim. To limit distractions, there should be no movement within a 10' radius (all sides) of the pool. (judges strictly enforce)
- If there is a safety concern about the dog jumping due to the toys placement, a reset can be done at the judges discretion.
- Velocity is an all-in-one finals.
- Facilities must use a timer able to record to the thousandths. (3 places after the decimal i.e. 0.000)

## Dock Diving Divisions
All of IDS's dock diving games offer different divisions for each class.

**Horizon Open & Legend Divisions**
- Comet - 1" - 9' 11
- Protostar - 10' - 14' 11"
- Nebula X - 15' - 17' 11"
- Nebula XL - 18' - 19' 11"
- Rising Star - 20' – 24' 11"
- Super Star - 25' – 29' 11"
- Supernova - 30' & Over

**Horizon Legend Divisions**
- Comet - 1" - 9' 11
- Protostar - 10' - 14' 11"
- Nebula X - 15' - 17' 11"
- Nebula XL - 18' - 19' 11"
- Rising Star - 20' – 24' 11"
- Super Star - 25' – 29' 11"
- Supernova - 30' & Over

**Horizon Lap Divisions**
- Comet - 1" - 4' 11
- Protostar - 5' - 8' 11"
- Nebula - 9' - 12' 11"
- Rising Star - 13' – 15' 11"
- Super Star - 16' – 18'11"
- Supernova - 19' - Over

**Eclipse Open & Legend Divisions**  (bumper set at 2' above dock)
- Meteor - 5' - 8'
- Comet - 9' - 12'
- Protostar - 13' - 15'
- Nebula - 16' - 18'
- Rising Star - 19' - 21'
- Super Star - 22' - 24'
- Supernova - 25' - Over

**Eclipse Lap Divisions** - (bumper set at 1' above dock)
- Meteor - 2' - 4'
- Comet - 5' - 7'
- Protostar - 8' - 10'
- Nebula - 11' - 13'
- Rising Star - 14' - 16'
- Super Star - 17' - 19'
- Supernova - 20' - Over

**Velocity Open Divisions -** (5' start box, time stops at 35' mark)
- Meteor - 10.000 & 30.000
- Comet - 8.001 - 9.999
- Protostar - 7.001 - 8.000
- Nebula - 6.501 - 7.000

- Rising Star - 6.001 - 6.500
- Super Star - 6.000 - 5.501
- Supernova - 5.500 & Under

**Velocity Legend Divisions -** (5' start box, time stops at 35' mark)
- Comet - 11.725 & 30.000
- Protostar - 8.500 - 11.724
- Nebula - 7.040 - 8.499
- Rising Star - 6.600 - 7.039
- Super Star - 5.900 - 6.599
- Supernova - 5.899 + Under

**Velocity Lap Division -** (3' start box, time stops at 28' mark)
- Comet - 8.000  & 30.000
- Protostar - 7.300 - 7.999
- Nebula - 6.300 - 7.299
- Rising Star - 5.700 - 6.299
- Super Star - 5.400 - 5.699
- Supernova - 5.399 & Under