

# **International**

**D O G S P O R T S**

**2024 DOCK DIVING TITLE PROGRAM**

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## **SUMMARY OF IDS DOCK DIVING TITLE PROGRAM**

International Dog Sports is proud to present its dock diving Titling & Champion program. Champion and titling points for all games are earned per game (ie Horizon, Eclipse), per “Class” (ie Open, Lap) & per “Division” (ie Comet, Supernova). IDS’s titling program was designed to be something that is unique and earned, not given. This is not a “pay to play” program. Dogs and handlers will need to work together as a team to earn the prestigious title of being an IDS Champion. As such, the requirements are more involved than simply jumping X amount of times to earn a title. When your dog earns a title with IDS it is one you can truly be proud of.

Each dog will earn 1-5 points for every round they participate in. The total amount of points they earn is determined by where they fall within their division. Each division is broken down into sections with a certain amount of points awarded for each section. These are called SKILL POINTS. The closer they are to the top of their division, the more points they earn. Example: If a dog’s best score in Horizon Round 1 is 11’ 6” they would earn 2 points in that round in the ProtoStar division. Once the dog accumulates 50 points in the same division, they earn their level I Horizon ProtoStar title aka (HOPI) . See Horizon and Eclipse Division Skill Points Schedule on page 8 and Title acronyms on page 7.

There are also additional BONUS points that teams can earn based on if the dog catches the toy in Horizon and/or places in the top 5 in the event Finals Bubble. All points are division specific and are accumulated throughout the dog’s lifetime, to earn titles in said class/division. The Dock Diving titling program currently includes Horizon, Eclipse and Velocity.

To become an IDS Champion, dogs will need to earn titles (mentioned above) AND meet the requirements for earning a certain number of MAJORS as well. The program is broken down in detail throughout the remainder of this document.

IDS mails beautiful, hard copy Title Certificates to all that earn them. You can view how many title points your dog has earned via the IDS website under the “Resources” tab then “Title Program”. If you have any questions please email [info@internationaldogsports.com](mailto:info@internationaldogsports.com)

## **TITLING POINTS SYSTEM**

**SKILL POINTS – Skill Points are earned with every recorded score based on where the score falls in the Class/Division scale. (example of values listed below). These points are earned based on where in the division a dog jumps.**

- Every recorded score (highest of 2 jumps in Horizon, last successful grab in Eclipse, fastest of both swims in Velocity) earns the dog SKILL points based on where that score is in relation to the division. The closer you are to the top of your division, the more Skill points you earn. (Horizon 1-5 points / Eclipse 1-9 points / Velocity 1-9 points)
- Every recorded score in the IDS Championship Brackets (Horizon) counts for DOUBLE SKILL points (Horizon 2-10 points / Eclipse 2-18 points / Velocity 2-18 points)

**Example of Open Comet SKILL POINTS:**

CLASS	DIVISION	RANGE		POINTS
OPEN	COMET	1"	2'	1
		2' 1"	4'	2
		4' 1"	6'	3
		6' 1"	8'	4
		8' 1"	9' 11"	5

**BONUS TITLING POINTS**

**BONUS CATCH POINTS** - Catch points are BONUS points awarded in addition to SKILL POINTS based on if the dog catches the toy during a competition jump (Horizon). Each catch is equal to 1 bonus point. This includes both jumps in a round. A total of 2 points would be earned in a round if the dog catches the toy both jumps. Please note: CATCH points were not recorded in 2022.

**BONUS COMPETITION POINTS** – Competition Points are also BONUS points awarded in addition to SKILL POINTS based on where a dog “places” in the Finals Bubble at a competition. The Finals Bubble is a report of all dogs at an event that have jumped in at least 2 rounds during the course of the event. The best score for each dog from the weekend is used to determine where each dog places within each division. Again, per Class/Division. Please note, in order to earn competition points, the dog must place above at least one other dog

- Place in the top 5 of the event’s finals bubble
  - 1<sup>st</sup> = 5 points
  - 2<sup>nd</sup> = 4 points
  - 3<sup>rd</sup> = 3 points
  - 4<sup>th</sup> = 2 points
  - 5<sup>th</sup> = 1 point

SKILL POINTS & the bonus CATCH & COMPETITION POINTS are added together to earn titles. All points are cumulative throughout the dog’s lifetime. The dog’s 1st title is earned by accumulating 50 points within the same division. ie. Comet I. In order to earn additional levels of titles ie. Comet II, Comet III, etc. The dog will be required to earn Majors or the equivalent of a Major which is 5 Minors. See additional details and examples below.

**MAJOR AND MINOR POINTS**

Major and Minor points are required to earn advanced titles aka additional levels of titles like a Comet II, Comet III, etc.

## **MAJOR POINTS –**

- Any dog placing 1st - 3rd in a Finals Bubble (above at least 1 other dog) will earn 1 Major Point.
- Any dog placing 1st - 3rd in any of the IDS Championship Brackets will earn 1 Major Point (the requirement to place above at least 1 other dog, mentioned above, doesn't apply to the Championship Tournament)

## **MINOR POINTS –**

Minor points are a way to help a dog earn the equivalent of a Major for the purpose of achieving advanced titles (level II, III, etc.) ONLY. 5 Minors are the equivalent of earning 1 Major. Please note: You can not use minor points to earn a Champion Title.

- Any dog placing 4th-10th in a Finals Bubble (above at least 1 other dog) will earn 1 Minor Point.

\*\*\*\*\* Major & Minor Points are calculated individually. Major & Minor Points are used to meet the requirements for earning advanced/upper level titles while only true Majors can be used to meet the requirement of becoming an IDS Champion.\*\*\*\*\*

## **EARNING TITLES**

Titles can be earned in each Class/Division. The "OPEN/COMET" Division will be the example used. All points are cumulative.

1st title = 50 points

2nd title = 100 points + 1 Major

3rd title = 150 points + 2 Majors

4th title = 200 points + 3 Majors

And so on.....

### **EXAMPLE:**

HORIZON OPEN COMET I Title Requirements: (HOCI)

- 50 Comet Points

HORIZON OPEN COMET II Title Requirements: (HOCII)

- 100 Comet Points
- 1 Comet Major OR equivalent (ie. 5 Minors)

HORIZON OPEN COMET III Title Requirements: (HOCIII)

- 150 Comet Skill Points

- 2 Comet Major Points OR equivalent (ie. 10 Minors)

\*\*\*\*\* Continuing on in Skill/Major points - 200/3, 250/4 etc \*\*\*\*\*

### **EXAMPLE TITLE SCENARIO:**

Fluffy jumps in 3 Horizon Rounds at his home docks 1st IDS event of the summer. Fluffy is 5 years old and over 16" tall so he is in the OPEN class.

Fluffy's 1<sup>st</sup> round score is 24' 6" (Rising Star). Fluffy catches the toy once. Fluffy earns 5 Rising Star SKILL pts and 1 bonus CATCH pt. For a total of 6 pts. Towards his Rising Star title that round.

Fluffy's 2<sup>nd</sup> round score is 22' 1" (Rising Star). Fluffy catches the toy on both jumps. Fluffy earns 3 Rising Star SKILL pts and 2 bonus CATCH pts for a total of 5 pts. Towards his Rising Star title that round.

Fluffy's 3<sup>rd</sup> round score is 25' 5" (Super Star). Fluffy does not catch the toy on either jump. Fluffy earns 1 Super Star Skill Pt towards his Super Star title that round.

Fluffy's 3rd round Super Star jump placed him in 3rd place on the Finals Bubble, in the Super Star division which also earns him 3 bonus Competition Points and 1 Major Point.

Fluffy's combined title points earned overall at the event are 11 points towards his Rising Star Title and 4 points and 1 Major towards his Super Star Title.

### **BECOME AN IDS HORIZON CHAMPION**

To achieve the title of an International Dog Sport Horizon, Eclipse or Velocity Champion, the dog must meet the following requirements:

#### **CHAMPION Requirements**

- 3 Titles in the Game in any Division & 1 True Major (NO Equivalent)

#### **GALAXY CHAMPION Requirements**

- 6 Titles in the Game in any Division & 2 True Major (NO Equivalent)

#### **UNIVERSE CHAMPION Requirements**

- 9 Titles in the Game in any Division & 3 True Major (NO Equivalent)

**CHAMPION ACRONYMS**

<b>GAME</b>	<b>CHAMPION</b>	<b>GALAXY CHAMPION</b>	<b>UNIVERSE CHAMPION</b>
<b>HORIZON</b>	<b>HRZ CH</b>	<b>HRZ GCH</b>	<b>HRZ UCH</b>
<b>ECLIPSE</b>	<b>ECL CH</b>	<b>ECL GCH</b>	<b>ECL UCH</b>
<b>VELOCITY</b>	<b>VEL CH</b>	<b>VEL GCH</b>	<b>VEL UCH</b>

**TITLE ACRONYMS**

(LEVEL to follow in roman numerals (i.e.HOCI, HOCII))

<b>CLASS</b>	<b>DIVISION</b>	<b>HORIZON</b>	<b>ECLIPSE</b>	<b>VELOCITY</b>
<b>OPEN</b>	<b>COMET</b>	<b>HOC</b>	<b>EOC</b>	<b>VOC</b>
	<b>PROTOSTAR</b>	<b>HOP</b>	<b>EOP</b>	<b>VOE</b>
(2022 + 2023 only)	<b>NEBULA</b>	<b>HON</b>	<b>EON</b>	<b>VON</b>
	<b>NEBULA X</b>	<b>HOX</b>	<b>EOX</b>	<b>VOX</b>
	<b>NEBULA XL</b>	<b>HOXL</b>	<b>EOXL</b>	<b>VOXL</b>
	<b>RISING STAR</b>	<b>HOR</b>	<b>EOR</b>	<b>VOR</b>
	<b>SUPER STAR</b>	<b>HOS</b>	<b>EOS</b>	<b>VOS</b>
	<b>SUPER NOVA</b>	<b>HOU</b>	<b>EOU</b>	<b>VOU</b>
<b>LEGEND</b>	<b>COMET</b>	<b>HGC</b>	<b>EGC</b>	<b>VGC</b>
	<b>PROTOSTAR</b>	<b>HGP</b>	<b>EGP</b>	<b>VGE</b>
	<b>NEBULA</b>	<b>HGN</b>	<b>EGN</b>	<b>VGN</b>
	<b>RISING STAR</b>	<b>HGR</b>	<b>EGR</b>	<b>VGR</b>
	<b>SUPER STAR</b>	<b>HGS</b>	<b>EGS</b>	<b>VGS</b>
	<b>SUPER NOVA</b>	<b>HGU</b>	<b>EGU</b>	<b>VGU</b>
<b>LAP</b>	<b>COMET</b>	<b>HLC</b>	<b>ELC</b>	<b>VLC</b>

	<b>PROTOSTAR</b>	<b>HLP</b>	<b>ELP</b>	<b>VLE</b>
	<b>NEBULA</b>	<b>HLN</b>	<b>ELN</b>	<b>VLN</b>
	<b>RISING STAR</b>	<b>HLR</b>	<b>ELR</b>	<b>VLR</b>
	<b>SUPER STAR</b>	<b>HLS</b>	<b>ELS</b>	<b>VLS</b>
	<b>SUPER NOVA</b>	<b>HLU</b>	<b>ELU</b>	<b>VLU</b>

**HORIZON OPEN SKILL POINT SCHEDULE**

<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>		<b>POINTS</b>
<b>OPEN</b>	<b>COMET</b>	<b>1"</b>	<b>2'</b>	<b>1</b>
		<b>2' 1"</b>	<b>4'</b>	<b>2</b>
		<b>4' 1"</b>	<b>6'</b>	<b>3</b>
		<b>6' 1"</b>	<b>8'</b>	<b>4</b>
		<b>8' 1"</b>	<b>9' 11"</b>	<b>5</b>
<b>OPEN</b>	<b>PROTOSTAR</b>	<b>10'</b>	<b>10' 11"</b>	<b>1</b>
		<b>11'</b>	<b>11' 11"</b>	<b>2</b>
		<b>12'</b>	<b>12' 11"</b>	<b>3</b>
		<b>13'</b>	<b>13' 11"</b>	<b>4</b>
		<b>14'</b>	<b>14' 11"</b>	<b>5</b>
<b>OPEN</b>	<b>NEBULA X</b>	<b>15'</b>	<b>15' 7"</b>	<b>1</b>
		<b>15' 8"</b>	<b>16' 2"</b>	<b>2</b>
		<b>16' 3"</b>	<b>16' 9"</b>	<b>3</b>
		<b>16' 10"</b>	<b>17' 04"</b>	<b>4</b>
		<b>17' 5"</b>	<b>17' 11"</b>	<b>5</b>
<b>OPEN</b>	<b>NEBULA XL</b>	<b>18'</b>	<b>18' 4"</b>	<b>1</b>
		<b>18' 5"</b>	<b>18' 9"</b>	<b>2</b>
		<b>18' 10"</b>	<b>19' 2"</b>	<b>3</b>
		<b>19' 3"</b>	<b>19' 7"</b>	<b>4</b>
		<b>19' 8"</b>	<b>19' 11"</b>	<b>5</b>

OPEN	RISING STAR	20'	20' 11"	1
		21'	21' 11"	2
		22'	22' 11"	3
		23'	23' 11"	4
		24'	24' 11"	5
OPEN	SUPERSTAR	25'	25' 11"	1
		26'	26' 11"	2
		27'	27' 11"	3
		28'	28' 11"	4
		29'	29' 11"	5
OPEN	SUPERNOVA	30'	30' 11"	1
		31'	31' 11"	2
		32'	32' 11"	3
		33'	33' 11"	4
		34'	INFINITY	5

**HORIZON LEGEND SKILL POINT SCHEDULE**

CLASS	DIVISION	RANGE		POINTS
LEGEND	COMET	1"	2'	1
		2' 1"	4'	2
		4' 1"	6'	3
		6' 1"	8'	4
		8' 1"	9' 11"	5
LEGEND	PROTOSTAR	10'	10' 11"	1
		11'	11' 11"	2
		12'	12' 11"	3
		13'	13' 11"	4
		14'	14' 11"	5
LEGEND	NEBULA	15'	15' 11"	1

		16'	16' 11"	2
		17'	17' 11"	3
		18'	18' 11"	4
		19'	19' 11"	5
<b>LEGEND</b>	<b>RISING STAR</b>	20'	20' 11"	1
		21'	21' 11"	2
		22'	22' 11"	3
		23'	23' 11"	4
		24'	24' 11"	5
<b>LEGEND</b>	<b>SUPERSTAR</b>	25'	25' 11"	1
		26'	26' 11"	2
		27'	27' 11"	3
		28'	28' 11"	4
		29'	29' 11"	5
<b>LEGEND</b>	<b>SUPERNOVA</b>	30'	30' 11"	1
		31'	31' 11"	2
		32'	32' 11"	3
		33'	33' 11"	4
		34'	<b>INFINITY</b>	5

**HORIZON LAP SKILL POINT SCHEDULE**

<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>		<b>POINTS</b>
LAP	COMET	1"	1'	1
		1' 1"	2'	2
		2' 1"	3'	3
		3' 1"	4'	4
		4' 1"	4' 11"	5
LAP	PROTOSTAR	5'	5' 9"	1

		5' 10"	6' 7"	2
		6' 8"	7' 5"	3
		7' 6"	8' 3"	4
		8' 4"	8' 11"	5
LAP	NEBULA	9'	9' 9"	1
		9' 10"	10' 7"	2
		10' 8"	11' 5"	3
		11' 6"	12' 3"	4
		12' 4"	12' 11"	5
LAP	RISING STAR	13'	13' 6"	1
		13' 7"	14' 1"	2
		14' 2"	14' 8"	3
		14' 9"	15' 3"	4
		15' 4"	15' 11"	5
LAP	SUPERSTAR	16'	16' 6"	1
		16' 7"	17' 1"	2
		17' 2"	17' 8"	3
		17' 9"	18' 3"	4
		18' 4"	18' 11"	5
LAP	SUPERNOVA	19'	19' 6"	1
		19' 7"	20' 1"	2
		20' 2"	20' 8"	3
		20' 9"	21' 3"	4
		21' 4"	INFINITY	5

**ECLIPSE OPEN SKILL POINT SCHEDULE**

<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>	<b>POINTS</b>
OPEN	METEOR	5	1
		6	3
		7	6
		8	9
OPEN	COMET	9	1
		10	3
		11	6
		12	9
OPEN	PROTOSTAR	13	3
		14	6
		15	9
OPEN	NEBULA	16	3
		17	6
		18	9
OPEN	RISING STAR	19	3
		20	6
		21	9
OPEN	SUPERSTAR	22	3
		23	6
		24	9
OPEN	SUPERNOVA	25	2
		26	4
		27	6
		28	8
		29+	9

**ECLIPSE LEGEND SKILL POINT SCHEDULE**

<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>	<b>POINTS</b>
<b>LEGEND</b>	<b>METEOR</b>	<b>5</b>	<b>1</b>
		<b>6</b>	<b>3</b>
		<b>7</b>	<b>6</b>
		<b>8</b>	<b>9</b>
<b>LEGEND</b>	<b>COMET</b>	<b>9</b>	<b>1</b>
		<b>10</b>	<b>3</b>
		<b>11</b>	<b>6</b>
		<b>12</b>	<b>9</b>
<b>LEGEND</b>	<b>PROTOSTAR</b>	<b>13</b>	<b>3</b>
		<b>14</b>	<b>6</b>
		<b>15</b>	<b>9</b>
<b>LEGEND</b>	<b>NEBULA</b>	<b>16</b>	<b>3</b>
		<b>17</b>	<b>6</b>
		<b>18</b>	<b>9</b>
<b>LEGEND</b>	<b>RISING STAR</b>	<b>19</b>	<b>3</b>
		<b>20</b>	<b>6</b>
		<b>21</b>	<b>9</b>
<b>LEGEND</b>	<b>SUPERSTAR</b>	<b>22</b>	<b>3</b>
		<b>23</b>	<b>6</b>
		<b>24</b>	<b>9</b>
<b>LEGEND</b>	<b>SUPERNOVA</b>	<b>25</b>	<b>2</b>
		<b>26</b>	<b>4</b>
		<b>27</b>	<b>6</b>
		<b>28</b>	<b>8</b>
		<b>29+</b>	<b>9</b>

**ECLIPSE LAP SKILL POINT SCHEDULE**

<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>	<b>POINTS</b>
LAP	COMET	5	3
		6	6
		7	9
LAP	PROTOSTAR	8	3
		9	6
		10	9
LAP	NEBULA	11	3
		12	6
		13	9
LAP	RISING STAR	14	3
		15	6
		16	9
LAP	SUPERSTAR	17	3
		18	6
		19	9
LAP	SUPERNOVA	20	2
		21	4
		22	6
		23	8
		24	9

**VELOCITY SKILL POINT SCHEDULE**

<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>		<b>POINTS</b>
<b>OPEN</b>	<b>SUPERNOVA</b>	<b>0.001</b>	<b>4.400</b>	<b>9</b>
		<b>4.401</b>	<b>4.950</b>	<b>6</b>
		<b>4.951</b>	<b>5.500</b>	<b>3</b>
<b>OPEN</b>	<b>SUPER STAR</b>	<b>5.501</b>	<b>5.667</b>	<b>9</b>
		<b>5.668</b>	<b>5.834</b>	<b>6</b>
		<b>5.835</b>	<b>6.000</b>	<b>3</b>
<b>OPEN</b>	<b>RISING STAR</b>	<b>6.001</b>	<b>6.167</b>	<b>9</b>
		<b>6.168</b>	<b>6.334</b>	<b>6</b>
		<b>6.335</b>	<b>6.500</b>	<b>3</b>
<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>		<b>POINTS</b>
<b>OPEN</b>	<b>NEBULA</b>	<b>6.501</b>	<b>6.667</b>	<b>9</b>
		<b>6.668</b>	<b>6.834</b>	<b>6</b>
		<b>6.835</b>	<b>7.000</b>	<b>3</b>
<b>OPEN</b>	<b>PROTOSTAR</b>	<b>7.001</b>	<b>7.334</b>	<b>9</b>
		<b>7.335</b>	<b>7.667</b>	<b>6</b>
		<b>7.668</b>	<b>8.000</b>	<b>3</b>
<b>OPEN</b>	<b>COMET</b>	<b>8.001</b>	<b>8.667</b>	<b>9</b>
		<b>8.668</b>	<b>9.333</b>	<b>6</b>
		<b>9.334</b>	<b>9.999</b>	<b>3</b>
<b>OPEN</b>	<b>METEOR</b>	<b>10.000</b>	<b>14.000</b>	<b>9</b>
		<b>14.001</b>	<b>18.000</b>	<b>6</b>
		<b>18.001</b>	<b>30.000</b>	<b>3</b>
<b>LAP</b>	<b>SUPERNOVA</b>	<b>0.001</b>	<b>5.350</b>	<b>9</b>
		<b>5.351</b>	<b>5.375</b>	<b>6</b>
		<b>5.376</b>	<b>5.399</b>	<b>3</b>
<b>LAP</b>	<b>SUPER STAR</b>	<b>5.400</b>	<b>5.500</b>	<b>9</b>
		<b>5.501</b>	<b>5.599</b>	<b>6</b>
		<b>5.600</b>	<b>5.699</b>	<b>3</b>
<b>LAP</b>	<b>RISING STAR</b>	<b>5.700</b>	<b>5.900</b>	<b>9</b>
		<b>5.901</b>	<b>6.099</b>	<b>6</b>
		<b>6.100</b>	<b>6.299</b>	<b>3</b>

LAP	NEBULA	6.300	6.633	9
		6.634	6.966	6
		6.967	7.299	3
LAP	PROTOSTAR	7.300	7.533	9
		7.534	7.766	6
		7.767	7.999	3
LAP	COMET	8.000	8.750	9
		8.751	9.500	6
		9.501	30.000	3
LEGEND	SUPERNOVA	0.001	5.300	9
		5.301	5.600	6
		5.601	5.899	3
<b>CLASS</b>	<b>DIVISION</b>	<b>RANGE</b>		<b>POINTS</b>
LEGEND	SUPER STAR	5.900	6.133	9
		6.134	6.366	6
		6.367	6.599	3
LEGEND	RISING STAR	6.600	6.746	9
		6.747	6.893	6
		6.894	7.039	3
LEGEND	NEBULA	7.040	7.526	9
		7.527	8.013	6
		8.014	8.499	3
LEGEND	PROTOSTAR	8.500	9.575	9
		9.576	10.649	6
		10.650	11.724	3
LEGEND	COMET	11.725	12.692	9
		12.693	13.659	6
		13.660	30.000	3

IDS offers a unique titling program for our Junior Handlers. To learn more, check out the [Junior Handler Program](#) document.