

International

D O G S P O R T S

Dock Diving Guidelines

Latest revisions: 4.1.2026

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 dock diving season ends at the conclusion of the Labor Day weekend.

[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.
- Dogs must appear in good health and physically be able to enter and exit the 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 and 9 years old must be accompanied by an adult on the dock.
- No pushing/blocking dogs off the dock. Dogs must jump by themselves.
- Refunds are at the facility's discretion.
- All dogs should be up to date on veterinarian recommended vaccinations or titers. Facilities 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 of dogs and/or people.
- The judge's decision is final.
- No loose dogs. Dogs must 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 include Horizon, Eclipse, and Velocity. The IDS Junior Handler Program was added in 2024. See details on the different programs, 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 (January 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 dog’s 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

- Legend dogs will compete all season in their class determined by their age as of January 1st. The season runs from the year-end Championship to September 1st of the following year.
- Ex 1: Dog was born October 13, 2016. They will be 7 years old on January 1st, 2024 and will compete all season as an Open dog.
- Ex 2: Dog was born January 24th, 2017. This dog was 7 on January 1st, 2024 and will compete all of the 2024 season as an Open dog. The dog becomes a Legend dog at the start of the 2025 season (after the 2024 Championship).
- Facilities will record top placements for the Legend class in each division, to be used by IDS for Championship Invites.

- 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 Handlers

IDS 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. Timer 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 the "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 event rankings are based on the dog's highest score of the weekend/event.
- Finals: May be offered by the host facility or placements off of the Finals Bubble. If holding Fun Finals, the top 5 dogs in each division will compete in a jump off. The 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.
- Each dog gets 3 overall misses or 2 at the same distance before their turn is over.
- Each facility can dictate how to handle situations where a dog misses and doesn't want to exit the pool (i.e., throwing another bumper, dropping the bumper from the rig, moving the rig and bumper away from the center of the pool, etc.) Exceptions will be for Championship events where 1 universal rule will apply across all locations.
- 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 the 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, Katie's 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. Exceptions 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

5. Most accrued title points in their division
 6. Most accrued title points overall
- Facilities will record top placements for all classes and divisions (Open/Lap, Juniors, 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 swim to a toy thrown to a specific mark towards 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 (1 dog and 1 handler). This is a team game.
- 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” a.k.a. 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 or 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 toy's placement, a reset can be done at the Judge's 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. Please review the [IDS Dock Diving Divisions](#) document for details.

Special Recognition Programs

Frontier Award - IDS offers a unique opportunity for teams who travel to compete at 3 or more IDS facilities, across 2 or more states, to earn a Frontier Award. The program includes a metal medallion, certificate, and invite to the current season's IDS Dock Diving Championship. These awards are processed at the end of each season when the Championship invites are sent. The awards are mailed to eligible teams between September and October each year.



Shooting Stars Points & Shining Star "Best In Show" Program

The Shooting Stars program is a new initiative designed to reward high-performing dogs and those who participate in multiple events throughout a weekend. The program assigns points based on a dog's ranking within its division, with points being earned in each game the dog competes in during the weekend (Horizon, Eclipse, and Velocity). The dog's average score per game per event is used to calculate the Shooting Stars points. This program encourages dogs to compete in all three games, with the aim of

recognizing the overall top performer of the weekend, rather than just the dog with the highest jump.

At the end of each event, facilities can choose to use the Shooting Stars points system to award "Shining Stars" for each individual game, or to recognize the weekend's top dog with special awards and prizes.

International

D O G S P O R T S

DOCK DIVING TITLE PROGRAM

Latest revisions: 4.1.2026

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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 (i.e. Horizon, Eclipse), per “Class” (i.e. Open, Lap), & per “Division” (i.e. 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 a.k.a. 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 depending 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 their respective 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 who 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 gateway@internationaldogsports.com.

Australian Shepherd Club of America (ASCA) - New in 2025, The Australian Shepherd Club of America (ASCA) now recognizes IDS dock jumping scores towards their title program. For more information, please visit <https://www.internationaldogsports.com/asca>.

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 the dog jumps within their division.

- 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 depending 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 for 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 in their respective Class. 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
 - 1st = 5 points
 - 2nd = 4 points
 - 3rd = 3 points
 - 4th = 2 points
 - 5th = 1 point

SKILL POINTS and 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 (i.e. Comet I). In order to earn additional levels of titles (i.e. 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 a.k.a. additional levels of titles, such as Comet II, Comet III, etc.

MAJOR POINTS –

- Any dog placing 1st - 3rd in their division (above at least 1 other dog) will earn 1 Major Point.
- Any dog placing 1st - 3rd in their division at the IDS Championship will earn 1 Major Point (the requirement to place above at least 1 other dog, mentioned above, does not apply to the Championship).

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 their division (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 (i.e. 5 Minors)

HORIZON OPEN COMET III Title Requirements: (HOCIII)

- 150 Comet Skill Points
- 2 Comet Major Points OR equivalent (i.e. 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 dock's 1st IDS event of the summer. Fluffy is 5 years old and over 16" tall, so he is in the OPEN class.

Fluffy's 1st 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 2nd 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 3rd round score is 25' 5" (Superstar). Fluffy does not catch the toy on either jump. Fluffy earns 1 Superstar SKILL pt towards his Superstar title that round.

Fluffy's 3rd round jump placed him in 3rd place in the Superstar 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 Superstar Title.

BECOME AN IDS CHAMPION

To achieve the title of an International Dog Sports 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

GAME	CHAMPION	GALAXY CHAMPION	UNIVERSE CHAMPION	COSMIC CHAMPION
HORIZON	HRZ CH	HRZ GCH	HRZ UCH	HRZ CCH
ECLIPSE	ECL CH	ECL GCH	ECL UCH	ECL CCH
VELOCITY	VEL CH	VEL GCH	VEL UCH	VEL CCH

JUNIOR	SPORT	CHAMPION	GALAXY CHAMPION	UNIVERSE CHAMPION
LITTLE LUNARS	DOCK DIVING	JDL CH	JDL GCH	JDL UCH
GLOBAL GEMS	DOCK DIVING	JDG CH	JDG GCH	JDG UCH
JUPITER JUNIORS	DOCK DIVING	JDJ CH	JDJ GCH	JDJ UCH
SOLAR SENIORS	DOCK DIVING	JDS CH	JDS GCH	JDS UCH
Dock Diving includes all 3 games (Horizon, Eclipse, and Velocity)				

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

TITLE ACRONYMS

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

CLASS	DIVISION	HORIZON	ECLIPSE	VELOCITY
OPEN	METEOR	N/A	EOM	VOM
	COMET	HOC	EOC	VOC
	PROTOSTAR	HOP	EOP	VOP
(2022 + 2023 only)	NEBULA	HON	EON	VON
	NEBULA X	HOX	N/A	N/A

	NEBULA XL	HOXL	N/A	N/A
	RISING STAR	HOR	EOR	VOR
	SUPERSTAR	HOS	EOS	VOS
	SUPERNOVA	HOU	EOU	VOU
LEGEND	COMET	HGC	EGC	VGC
	PROTOSTAR	HGP	EGP	VGP
	NEBULA	HGN	EGN	VGN
	RISING STAR	HGR	EGR	VGR
	SUPERSTAR	HGS	EGS	VGS
	SUPERNOVA	HGU	EGU	VGU
LAP	COMET	HLC	ELC	VLC
	PROTOSTAR	HLP	ELP	VLP
	NEBULA	HLN	ELN	VLN
	RISING STAR	HLR	ELR	VLR
	SUPERSTAR	HLS	ELS	VLS
	SUPERNOVA	HLU	ELU	VLU

JUNIOR	DIVISION	SPORT	LEVEL	ACRONYM
	LITTLE LUNAR	DOCK DIVING	LEVEL I	LDI
	GLOBAL GEMS	DOCK DIVING	LEVEL I	GDI
	JUPITER JUNIORS	DOCK DIVING	LEVEL I	JDI
	SOLAR SENIORS	DOCK DIVING	LEVEL I	SDI
levels increase by 1 with every 50 pts earned				

HORIZON OPEN SKILL POINT SCHEDULE

CLASS	DIVISION	SCORE RANGE		POINTS
OPEN	COMET	1"	2'	1
		2' 1"	4'	2
		4' 1"	6'	3
		6' 1"	8'	4
		8' 1"	9' 11"	5
OPEN	PROTOSTAR	10'	10' 11"	1
		11'	11' 11"	2
		12'	12' 11"	3
		13'	13' 11"	4
		14'	14' 11"	5
OPEN	NEBULA X	15'	15' 7"	1
		15' 8"	16' 2"	2
		16' 3"	16' 9"	3
		16' 10"	17' 4"	4
		17' 5"	17' 11"	5
OPEN	NEBULA XL	18'	18' 4"	1
		18' 5"	18' 9"	2
		18' 10"	19' 2"	3
		19' 3"	19' 7"	4
		19' 8"	19' 11"	5
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' 6"	1
		30' 7"	31' 1"	2
		31' 2"	31' 8"	3
		31' 9"	32' 3"	4
		32' 4"	INFINITY	5

HORIZON LEGEND SKILL POINT SCHEDULE

CLASS	DIVISION	SCORE RANGE		POINTS
LEGEND	COMET	1"	1' 9"	1
		1' 10"	3' 7"	2
		3' 8"	5' 4"	3
		5' 5"	7' 2"	4
		7' 3"	8' 11"	5
LEGEND	PROTOSTAR	9'	9' 11"	1
		10'	10' 11"	2
		11'	11' 11"	3
		12'	12' 11"	4
		13'	13' 11"	5
LEGEND	NEBULA	14'	14' 6"	1
		14' 7"	15' 1"	2
		15' 2"	15' 9"	3
		15' 10"	16' 4"	4
		16' 5"	16' 11"	5
LEGEND	RISING STAR	17'	17' 6"	1

		17' 7"	18' 1"	2
		18' 2"	18' 9"	3
		18' 10"	19' 4"	4
		19' 5"	19' 11"	5
LEGEND	SUPERSTAR	20'	20' 6"	1
		20' 7"	21' 1"	2
		21' 2"	21' 9"	3
		21' 10"	22' 4"	4
		22' 5"	22' 11"	5
LEGEND	SUPERNOVA	23'	23' 6"	1
		23' 7"	24' 1"	2
		24' 2"	24' 8"	3
		24' 9"	25' 3"	4
		25' 4"	INFINITY	5

HORIZON LAP SKILL POINT SCHEDULE

CLASS	DIVISION	SCORE RANGE		POINTS
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

CLASS	DIVISION	SCORE	POINTS
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

CLASS	DIVISION	SCORE	POINTS
LEGEND	COMET	5	1
		6	2
		7	3
		8	6
		9	9
LEGEND	PROTOSTAR	10	3
		11	6
		12	9
LEGEND	NEBULA	13	4
		14	8
LEGEND	RISING STAR	15	3
		16	6
		17	9
LEGEND	SUPERSTAR	18	3
		19	6
		20	9
LEGEND	SUPERNOVA	21	2
		22	4
		23	6
		24	8
		25+	9

ECLIPSE LAP SKILL POINT SCHEDULE

CLASS	DIVISION	SCORE	POINTS
LAP	COMET	3	3
		4	6
		5	9
LAP	PROTOSTAR	6	4
		7	8
LAP	NEBULA	8	4
		9	8
LAP	RISING STAR	10	3
		11	6
		12	9
LAP	SUPERSTAR	13	3
		14	6
		15	9
LAP	SUPERNOVA	16	3
		17	6
		18+	9

VELOCITY SKILL POINT SCHEDULE

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

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
CLASS	DIVISION	SCORE RANGE		POINTS
LEGEND	SUPERNOVA	0.001	5.300	9
		5.301	5.600	6
		5.601	5.899	3
LEGEND	SUPERSTAR	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