

International

D O G S P O R T S

IDS FRISBEE GUIDELINES & TITLE PROGRAM

Latest revisions: 4.28.2025



International Dog Sports (IDS) has teamed up with the Worldwide K9 Toss & Fetch League (T+F) to recognize the Worldwide K9 Toss & Fetch frisbee scores towards our title program! If your dog has an IDS number, simply ask your Toss & Fetch Captain to complete the IDS tab at the bottom of their T+F scoresheet. IDS and T+F will take care of the rest!

WORLDWIDE K9 TOSS & FETCH LEAGUE

Since its founding in the Fall of 2015, the K9 Frisbee Worldwide League has rapidly grown into one of the most popular global dog sports with more than 11,000 people from 365 local K9 Frisbee Clubs around the world having played in at least one League season. The League's unique, inclusive structure means anyone can participate, regardless of experience. Whether you're a seasoned handler or completely new to dog sports, the K9 Frisbee Worldwide League is built to be fun for everyone!

A T+F season is 5 weeks long. Clubs meet once a week, on the same day and time each week, for 5 weeks. You can find a list of the 2025 T+F seasons on their website. IDS will pull the scores for dogs with IDS #'s listed on the T+F scoresheet, by the T+F Captain, for each of the 5 weeks of the season. The cost to have your T+F scores added to the IDS database is \$10/season. Each dog can have up to 5 (five) T+F scores recorded in the IDS database per season. If the dog is handled by multiple handlers, only the scores from the highest scoring team will be recorded. Owners can use [the online form on the IDS website](#) to pay the IDS recording fees and have the scores added to their dog's IDS # to start to accumulate points towards the IDS Frisbee Title program.

IDS recognizes both the 60 and 90 second T+F seasons, as well as air catches and rollers. Dogs earn skill points for each recorded score throughout the season and additional competition points can be earned at the end of the season, based on where they place against other dogs in their division. See the IDS Frisbee Title Program breakdown below.

RULES, POLICIES, & PROCEDURES

All of T+F's rules, policies, and procedures govern how the sport is to be played. You can find all of the information needed about how to form a club, set up the field, etc. on the T+F [K9 Frisbee Toss & Fetch](#) website.

FIND A CLUB NEAR YOU

With more than 250 active Clubs around the world – and growing every season – there may already be a K9 Frisbee Toss & Fetch Club near you. If there is no active K9 Frisbee Toss & Fetch Club near you, it's easy for anyone, anywhere to [start their own](#) hometown Club and get in the game.

CLASSES – IDS classes are the same throughout the organization for all sports.

OPEN

- Any dog under the age of 8 at the start of the year (January 1st)
- Any dog over 16” at the withers

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/Clubs can choose to check height onsite if there is a question.
- If the dog meets the Lap & Legend requirements, Lap takes precedence. There is no Lap Legend division at this time.

LEGEND

- 8 yrs or older at the start of the calendar year (January 1st)
- 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 has created a unique Junior Handler Program. All of the Junior Handler Program details can be found [HERE](#).

FRISBEE GAMES

Cosmic Catch – the Frisbee game for dogs who compete in T+F league making air catches, not rollers. See the [T+F Rules](#) for complete details.

Solar Spin – the Frisbee game for dogs who compete in T+F league using “rollers” on the ground instead of air catches. See the [T+F Rules](#) for complete details.

International

DOG SPORTS

FRISBEE DIVISIONS

All divisions are listed in points.

COSMIC CATCH OPEN

- Comet - 1 - 4.4
- Protostar - 4.5 - 8.4
- Nebula - 8.5 - 13.5
- Rising Star - 13.6 - 20.9
- Super Star - 21 - 27.4
- Supernova - 27.5 - 99

SOLAR SPIN (rollers) OPEN

- Comet - 1 - 2.9
- Protostar - 3 - 5.9
- Nebula - 6 - 9.9
- Rising Star - 10 - 16.9
- Super Star - 17 - 21.9
- Supernova - 22 - 99

COSMIC CATCH LEGEND

- Comet - 1 - 4.4
- Protostar - 4.5 - 8.4
- Nebula - 8.5 - 13.5
- Rising Star - 13.6 - 20.9
- Super Star - 21 - 27.4
- Supernova - 27.5 - 99

SOLAR SPIN (rollers) LEGEND

- Comet - 1 - 2.9
- Protostar - 3 - 5.9
- Nebula - 6 - 9.9
- Rising Star - 10 - 16.9
- Super Star - 17 - 21.9
- Supernova - 22 - 99

COSMIC CATCH LAP

- Comet - 1 - 9.9
- Protostar - 10 - 13.9
- Nebula - 14 - 18.4
- Rising Star - 18.5 - 22.9
- Super Star - 23 - 28.9
- Supernova - 29 - 99

SOLAR SPIN (rollers) LAP

- Comet - 1 - 2.9
- Protostar - 3 - 5.9
- Nebula - 6 - 9.9
- Rising Star - 10 - 14.9
- Super Star - 15 - 22.9
- Supernova - 33.5 - 99

IDS FRISBEE TITLE PROGRAM

Cosmic Catch – the IDS title earned for dogs who compete in T+F making air catches, not rollers. See the [T+F Rules](#) for complete details.

Solar Spin – the IDS titles earned for dogs who compete in T+F using “rollers” on the ground instead of air catches. See the [T+F Rules](#) for complete details.

SKILL POINTS

Skill Points are earned for every recorded score based on where the score falls in the dog’s respective class and division, as listed in the breakdown below.

BONUS TITLING POINTS

COMPETITION POINTS – COMPETITION POINTS are **Bonus Points** awarded in addition to Skill Points based on where a dog “places” in the Finals Bubble, by Division, at the end of the 5 week season. The Finals Bubble is a rankings report of all the IDS Frisbee dogs who recorded a minimum of 3 scores in the T+F season. The highest score for each dog from the season 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 season’s Finals Bubble, by Division:
 - 1st = 5 points
 - 2nd = 4 points
 - 3rd = 3 points
 - 4th = 2 points
 - 5th = 1 point

SKILL POINTS and the bonus 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 & MINOR POINTS

Major & 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 for that season.

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 cannot 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 for that season.

***** 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

Once a dog has earned a title, IDS issues a beautiful, hard copy title certificate that is mailed within 7-10 days of being issued (US and Canada only). Titles earned outside of the US and Canada are provided as a digital certificate. 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:

COSMIC CATCH OPEN COMET I Title Requirements: (COCI)

- 50 Comet Points

COSMIC CATCH OPEN COMET II Title Requirements: (COCII)

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

COSMIC CATCH OPEN COMET III Title Requirements: (COCIII)

- 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. *****

BECOME AN IDS FRISBEE CHAMPION

To achieve the title of an International Dog Sport Frisbee 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 Majors (NO Equivalent)

UNIVERSE CHAMPION Requirements

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

CHAMPION ACRONYMS

| GAME | CHAMPION | GALAXY CHAMPION | UNIVERSE CHAMPION | COSMIC CHAMPION |
|----------------------|----------|-----------------|-------------------|-----------------|
| COSMIC CATCH | CAT CH | CAT GCH | CAT UCH | CAT CCH |
| SOLAR SPIN (rollers) | SPI CH | SPI GCH | SPI UCH | SPI CCH |

| JUNIOR | SPORT | CHAMPION | GALAXY CHAMPION | UNIVERSE CHAMPION |
|-----------------|---------|----------|-----------------|-------------------|
| LITTLE LUNARS | FRISBEE | JFL CH | JFL GCH | JFL UCH |
| GLOBAL GEMS | FRISBEE | JFG CH | JFG GCH | JFG UCH |
| JUPITER JUNIORS | FRISBEE | JFJ CH | JFJ GCH | JFJ UCH |
| SOLAR SENIORS | FRISBEE | JFS CH | JFS GCH | JFS UCH |

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. HOCl, HOClI))

| CLASS | DIVISION | COSMIC CATCH | SOLAR SPIN |
|--------|-------------|--------------|------------|
| OPEN | COMET | COC | SOC |
| | PROTOSTAR | COP | SOP |
| | NEBULA | CON | SON |
| | RISING STAR | COR | SOR |
| | SUPER STAR | COS | SOS |
| | SUPERNOVA | COU | SOU |
| LEGEND | COMET | CGC | SGC |
| | PROTOSTAR | CGP | SGP |
| | NEBULA | CGN | SGN |
| | RISING STAR | CGR | SGR |
| | SUPER STAR | CGS | SGS |
| | SUPERNOVA | CGU | SGU |
| LAP | COMET | CLC | SLC |
| | PROTOSTAR | CLP | SLP |
| | NEBULA | CLN | SLN |
| | RISING STAR | CLR | SLR |
| | SUPER STAR | CLS | SLS |
| | SUPERNOVA | CLU | SLU |

| | DIVISION | SPORT | LEVEL | ACRONYM |
|---|-----------------|---------|---------|---------|
| JUNIOR | LITTLE LUNAR | FRISBEE | LEVEL I | LFI |
| | GLOBAL GEMS | FRISBEE | LEVEL I | GFI |
| | JUPITER JUNIORS | FRISBEE | LEVEL I | JFI |
| | SOLAR SENIORS | FRISBEE | LEVEL I | SFI |
| *levels increase by 1 with every 50 pts earned* | | | | |

COSMIC CATCH SKILL POINT SCHEDULE

| Class | Division | BegScore | EndScore | Points |
|-------|-------------|----------|----------|--------|
| OPEN | COMET | 1 | 1.4 | 1 |
| OPEN | COMET | 1.5 | 1.9 | 2 |
| OPEN | COMET | 2 | 2.4 | 3 |
| OPEN | COMET | 2.5 | 3.4 | 4 |
| OPEN | COMET | 3.5 | 4.4 | 5 |
| OPEN | PROTOSTAR | 4.5 | 4.9 | 1 |
| OPEN | PROTOSTAR | 5 | 5.4 | 2 |
| OPEN | PROTOSTAR | 5.5 | 6.4 | 3 |
| OPEN | PROTOSTAR | 6.5 | 7.4 | 4 |
| OPEN | PROTOSTAR | 7.5 | 8.4 | 5 |
| OPEN | NEBULA | 8.5 | 9.4 | 1 |
| OPEN | NEBULA | 9.5 | 10.4 | 2 |
| OPEN | NEBULA | 10.5 | 11.4 | 3 |
| OPEN | NEBULA | 11.5 | 12.4 | 4 |
| OPEN | NEBULA | 12.5 | 13.5 | 5 |
| OPEN | RISING STAR | 14 | 14.9 | 1 |
| OPEN | RISING STAR | 15 | 16.4 | 2 |
| OPEN | RISING STAR | 16.5 | 17.9 | 3 |

| | | | | |
|--------|-------------|------|------|---|
| OPEN | RISING STAR | 18 | 19.4 | 4 |
| OPEN | RISING STAR | 19.5 | 20.9 | 5 |
| OPEN | SUPERSTAR | 21 | 21.9 | 1 |
| OPEN | SUPERSTAR | 22 | 22.9 | 2 |
| OPEN | SUPERSTAR | 23 | 24.4 | 3 |
| OPEN | SUPERSTAR | 24.5 | 25.9 | 4 |
| OPEN | SUPERSTAR | 26 | 27.4 | 5 |
| OPEN | SUPER NOVA | 27.5 | 32.9 | 1 |
| OPEN | SUPER NOVA | 33 | 38.4 | 2 |
| OPEN | SUPER NOVA | 38.5 | 43.9 | 3 |
| OPEN | SUPER NOVA | 44 | 49.9 | 4 |
| OPEN | SUPER NOVA | 50 | 55.5 | 5 |
| LEGEND | COMET | 1 | 1.4 | 1 |
| LEGEND | COMET | 1.5 | 1.9 | 2 |
| LEGEND | COMET | 2 | 2.4 | 3 |
| LEGEND | COMET | 2.5 | 3.4 | 4 |
| LEGEND | COMET | 3.5 | 4.4 | 5 |
| LEGEND | PROTOSTAR | 4.5 | 4.9 | 1 |
| LEGEND | PROTOSTAR | 5 | 5.4 | 2 |
| LEGEND | PROTOSTAR | 5.5 | 6.4 | 3 |
| LEGEND | PROTOSTAR | 6.5 | 7.4 | 4 |
| LEGEND | PROTOSTAR | 7.5 | 8.4 | 5 |
| LEGEND | NEBULA | 8.5 | 9.4 | 1 |
| LEGEND | NEBULA | 9.5 | 10.4 | 2 |
| LEGEND | NEBULA | 10.5 | 11.4 | 3 |
| LEGEND | NEBULA | 11.5 | 12.4 | 4 |
| LEGEND | NEBULA | 12.5 | 13.5 | 5 |
| LEGEND | RISING STAR | 13.6 | 14.9 | 1 |
| LEGEND | RISING STAR | 15 | 16.4 | 2 |
| LEGEND | RISING STAR | 16.5 | 17.9 | 3 |
| LEGEND | RISING STAR | 18 | 19.4 | 4 |

| | | | | |
|--------|-------------|------|------|---|
| LEGEND | RISING STAR | 19.5 | 20.9 | 5 |
| LEGEND | SUPERSTAR | 21 | 21.9 | 1 |
| LEGEND | SUPERSTAR | 22 | 22.9 | 2 |
| LEGEND | SUPERSTAR | 23 | 24.4 | 3 |
| LEGEND | SUPERSTAR | 24.5 | 25.9 | 4 |
| LEGEND | SUPERSTAR | 26 | 27.4 | 5 |
| LEGEND | SUPER NOVA | 27.5 | 32.9 | 1 |
| LEGEND | SUPER NOVA | 33 | 38.4 | 2 |
| LEGEND | SUPER NOVA | 38.5 | 43.9 | 3 |
| LEGEND | SUPER NOVA | 44 | 49.9 | 4 |
| LEGEND | SUPER NOVA | 50 | 55.5 | 5 |
| LAP | COMET | 1 | 3.4 | 1 |
| LAP | COMET | 3.5 | 4.9 | 2 |
| LAP | COMET | 5 | 6.4 | 3 |
| LAP | COMET | 6.5 | 7.9 | 4 |
| LAP | COMET | 8 | 9.9 | 5 |
| LAP | PROTOSTAR | 10 | 10.4 | 1 |
| LAP | PROTOSTAR | 10.5 | 10.9 | 2 |
| LAP | PROTOSTAR | 11 | 11.9 | 3 |
| LAP | PROTOSTAR | 12 | 12.9 | 4 |
| LAP | PROTOSTAR | 13 | 13.9 | 5 |
| LAP | NEBULA | 14 | 14.4 | 1 |
| LAP | NEBULA | 14.5 | 15.4 | 2 |
| LAP | NEBULA | 15.5 | 16.4 | 3 |
| LAP | NEBULA | 16.5 | 17.4 | 4 |
| LAP | NEBULA | 17.5 | 18.4 | 5 |
| LAP | RISING STAR | 18.5 | 18.9 | 1 |
| LAP | RISING STAR | 19 | 19.9 | 2 |
| LAP | RISING STAR | 20 | 20.9 | 3 |
| LAP | RISING STAR | 21 | 21.9 | 4 |
| LAP | RISING STAR | 22 | 22.9 | 5 |

| | | | | |
|-----|------------|------|------|---|
| LAP | SUPERSTAR | 23 | 23.9 | 1 |
| LAP | SUPERSTAR | 24 | 24.9 | 2 |
| LAP | SUPERSTAR | 25 | 25.9 | 3 |
| LAP | SUPERSTAR | 26 | 27.4 | 4 |
| LAP | SUPERSTAR | 27.5 | 28.9 | 5 |
| LAP | SUPER NOVA | 29 | 33.4 | 1 |
| LAP | SUPER NOVA | 33.5 | 36.9 | 2 |
| LAP | SUPER NOVA | 37 | 40.4 | 3 |
| LAP | SUPER NOVA | 40.5 | 43.9 | 4 |
| LAP | SUPER NOVA | 44 | 99 | 5 |

SOLAR SPIN SKILL POINT SCHEDULE

| Class | Division | BegScore | EndScore | Points |
|-------|-------------|----------|----------|--------|
| OPEN | COMET | 1 | 1.4 | 2 |
| OPEN | COMET | 1.5 | 1.9 | 3 |
| OPEN | COMET | 2 | 2.4 | 4 |
| OPEN | COMET | 2.5 | 2.9 | 5 |
| OPEN | PROTOSTAR | 3 | 3.4 | 1 |
| OPEN | PROTOSTAR | 3.5 | 3.9 | 2 |
| OPEN | PROTOSTAR | 4 | 4.4 | 3 |
| OPEN | PROTOSTAR | 4.5 | 4.9 | 4 |
| OPEN | PROTOSTAR | 5 | 5.9 | 5 |
| OPEN | NEBULA | 6 | 6.5 | 1 |
| OPEN | NEBULA | 6.6 | 6.9 | 2 |
| OPEN | NEBULA | 7 | 7.9 | 3 |
| OPEN | NEBULA | 8 | 8.9 | 4 |
| OPEN | NEBULA | 9 | 9.9 | 5 |
| OPEN | RISING STAR | 10 | 10.9 | 1 |
| OPEN | RISING STAR | 11 | 12.4 | 2 |

| | | | | |
|--------|-------------|------|------|---|
| OPEN | RISING STAR | 12.5 | 13.9 | 3 |
| OPEN | RISING STAR | 14 | 15.4 | 4 |
| OPEN | RISING STAR | 15.5 | 16.9 | 5 |
| OPEN | SUPERSTAR | 17 | 17.9 | 1 |
| OPEN | SUPERSTAR | 18 | 18.9 | 2 |
| OPEN | SUPERSTAR | 19 | 19.9 | 3 |
| OPEN | SUPERSTAR | 20 | 20.9 | 4 |
| OPEN | SUPERSTAR | 21 | 21.9 | 5 |
| OPEN | SUPER NOVA | 22 | 27.4 | 1 |
| OPEN | SUPER NOVA | 27.5 | 32.5 | 2 |
| OPEN | SUPER NOVA | 32.6 | 37.9 | 3 |
| OPEN | SUPER NOVA | 38 | 43 | 4 |
| OPEN | SUPER NOVA | 44 | 99 | 5 |
| LEGEND | COMET | 1 | 1.4 | 2 |
| LEGEND | COMET | 1.5 | 1.9 | 3 |
| LEGEND | COMET | 2 | 2.4 | 4 |
| LEGEND | COMET | 2.5 | 2.9 | 5 |
| LEGEND | PROTOSTAR | 3 | 3.4 | 1 |
| LEGEND | PROTOSTAR | 3.5 | 3.9 | 2 |
| LEGEND | PROTOSTAR | 4 | 4.4 | 3 |
| LEGEND | PROTOSTAR | 4.5 | 4.9 | 4 |
| LEGEND | PROTOSTAR | 5 | 5.9 | 5 |
| LEGEND | NEBULA | 6 | 6.5 | 1 |
| LEGEND | NEBULA | 6.6 | 6.9 | 2 |
| LEGEND | NEBULA | 7 | 7.9 | 3 |
| LEGEND | NEBULA | 8 | 8.9 | 4 |
| LEGEND | NEBULA | 9 | 9.9 | 5 |
| LEGEND | RISING STAR | 10 | 10.9 | 1 |
| LEGEND | RISING STAR | 11 | 12.4 | 2 |
| LEGEND | RISING STAR | 12.5 | 13.9 | 3 |
| LEGEND | RISING STAR | 14 | 15.4 | 4 |

| | | | | |
|--------|-------------|------|------|---|
| LEGEND | RISING STAR | 15.5 | 16.9 | 5 |
| LEGEND | SUPERSTAR | 17 | 17.9 | 1 |
| LEGEND | SUPERSTAR | 18 | 18.9 | 2 |
| LEGEND | SUPERSTAR | 19 | 19.9 | 3 |
| LEGEND | SUPERSTAR | 20 | 20.9 | 4 |
| LEGEND | SUPERSTAR | 21 | 21.9 | 5 |
| LEGEND | SUPER NOVA | 22 | 27.4 | 1 |
| LEGEND | SUPER NOVA | 27.5 | 32.5 | 2 |
| LEGEND | SUPER NOVA | 32.6 | 37.9 | 3 |
| LEGEND | SUPER NOVA | 38 | 43 | 4 |
| LEGEND | SUPER NOVA | 44 | 99 | 5 |
| LAP | COMET | 1 | 1.4 | 2 |
| LAP | COMET | 1.5 | 1.9 | 3 |
| LAP | COMET | 2 | 2.4 | 4 |
| LAP | COMET | 2.5 | 2.9 | 5 |
| LAP | PROTOSTAR | 3 | 3.4 | 1 |
| LAP | PROTOSTAR | 3.5 | 3.9 | 2 |
| LAP | PROTOSTAR | 4 | 4.4 | 3 |
| LAP | PROTOSTAR | 4.5 | 4.9 | 4 |
| LAP | PROTOSTAR | 5 | 5.9 | 5 |
| LAP | NEBULA | 6 | 6.5 | 1 |
| LAP | NEBULA | 6.6 | 6.9 | 2 |
| LAP | NEBULA | 7 | 7.9 | 3 |
| LAP | NEBULA | 8 | 8.9 | 4 |
| LAP | NEBULA | 9 | 9.9 | 5 |
| LAP | RISING STAR | 10 | 10.9 | 1 |
| LAP | RISING STAR | 11 | 11.9 | 2 |
| LAP | RISING STAR | 12 | 12.9 | 3 |
| LAP | RISING STAR | 13 | 13.9 | 4 |
| LAP | RISING STAR | 14 | 14.9 | 5 |
| LAP | SUPERSTAR | 15 | 16.4 | 1 |

| | | | | |
|-----|------------|------|------|---|
| LAP | SUPERSTAR | 16.5 | 17.9 | 2 |
| LAP | SUPERSTAR | 18 | 19.4 | 3 |
| LAP | SUPERSTAR | 19.5 | 20.9 | 4 |
| LAP | SUPERSTAR | 21 | 22.9 | 5 |
| LAP | SUPER NOVA | 23 | 25.4 | 1 |
| LAP | SUPER NOVA | 25.5 | 27.9 | 2 |
| LAP | SUPER NOVA | 28 | 30.4 | 3 |
| LAP | SUPER NOVA | 30.5 | 33.4 | 4 |
| LAP | SUPER NOVA | 33.5 | 99 | 5 |