

LURE CHASING GUIDELINES

Latest Revisions: 4.1.2026

1 INTRODUCTION

Approved IDS facilities that have the space and equipment required to safely run IDS Lure Chasing games may do so with written permission from IDS. Any healthy, well-behaved dog over 12 months old can compete. Breed, experience level, and any other dog sport affiliation do not matter. The only requirements are that the dog wants to have fun and has an IDS # for the purpose of tracking scores, Title Points, International Rankings, and Championship Invitations.

IDS Lure Chasing games include Slip Stream 50 and Jet Stream 100. The IDS Lure Chasing season ends at the conclusion of Labor Day weekend.

New Dog IDS Registration Form

2 GENERAL GUIDELINES

- Dogs must be at least 12 months old to compete.
- Dogs must appear in good health and not show any signs of lameness.
- No females in season are permitted on grounds.
- Refunds are at the facility's discretion.
- All dogs should be up to date on veterinarian-recommended vaccinations or titers. The facility may require verification.
- Dogs are permitted to wear flat collars or run "naked." Dog tags must be removed. No prong or choke collars. Contact your facility with specific collar questions.
- Each facility owner has the right to excuse any handler for any reason, including but not limited to misconduct, unsportsmanlike behavior, or abusive treatment of dogs and/or people.
- The timer's decision is final.
- No loose dogs. Dogs must be on leash at all times except when on the lure chasing track.
- Retractable leashes are not permitted on grounds.
- Registration is handled by each individual facility, not IDS. Contact your local facility for their registration process, procedures, and facility-specific rules.
- Pick up after your dog.

3 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 for IDS Championship Invite purposes. See the IDS Championship Criteria document for details.

Lap

- Any dog 16" or under at the withers, measured at 24 months or older.
- Handler enters the dog's height when registering for an IDS #. Facilities may verify height on site if there is a question.
- Facilities will record top placements for the Lap class in each division for IDS Championship Invite purposes.
- If a dog meets both Lap and Legend requirements, Lap takes precedence. There is no Lap Legend division at this time.

Legend

- Any dog 8 years old at the start of the calendar year (January 1st).
- Legend divisions are the same as Open class; however, Legend dogs are ranked only against other Legend dogs.
- Facilities will record top placements for the Legend class in each division for IDS Championship Invite purposes.
- If a dog meets both Lap and Legend requirements, Lap takes precedence. There is no Lap Legend division at this time.

04 LURE CHASING GAME FORMATS

IDS offers two Lure Chasing game formats. Both follow the same general rules (see Section 05). Field and timing specifications differ as shown below.

Slip Stream 50	Jet Stream 100
Dog chases lure for 50 yards (150 ft)	Dog chases lure for 100 yards (300 ft)
Track: 50 yards, mostly flat and straight	Track: 100 yards, mostly flat and straight
Minimum track width: 8 feet	Minimum track width: 8 feet
Run out / catch pen: minimum 30 yards	Run out / catch pen: minimum 50 yards
On-track time limit: 90 seconds	On-track time limit: 120 seconds
DQ if dog does not cross finish within 30 sec	DQ if dog does not cross finish within 60 sec

05 GENERAL GAME RULES

The following rules apply to both Slip Stream 50 and Jet Stream 100 unless otherwise noted.

Facility Requirements

- Participating facilities must have a mostly flat, straight, clear track of the required length (see Section 04).
- A minimum run out / catch pen beyond the finish line is required (see Section 04).

INTERNATIONAL DOG SPORTS | Lure Chasing Guidelines

- Participating facilities must have approved lure and pulley equipment. Continuous loop or drag lures are acceptable.
- Participating facilities must have an IDS-approved Lure Operator at all IDS events (see Section 08).
- Facilities must identify at time of registration whether the track is fenced or not.
- If the track is unfenced, each handler is responsible for maintaining control of their dog at all times. Dogs without reliable recalls should not be permitted to run in unfenced tracks. Facility discretion advised.
- If fencing is present, breakaway fencing material (such as plastic snow fencing) must be used at the end of the track to prevent injury. Permanent fencing is never permitted at the end of the track.
- The Lure Operator must stop the lure no less than 25 feet before the end of the track on every run.

Course & Run Procedures

- The start box is a clearly marked 10-foot area. The dog may start anywhere within the box; at minimum, the dog's front paws must be inside the start box.
- The wrangler verifies the Lure Operator is ready, then counts down “3, 2, 1, Go.” The handler releases the dog after the word “Go.”
- The wrangler waves a flag to signal the Timer (at the finish line) that the dog's nose has passed the start line. Time begins at that signal.
- The Timer stops the clock when the dog's nose crosses the finish line.
- Facilities may use electronic timers and/or manual stopwatches. If using electronic timers, a backup manual timer must always be in place as well. All timing must record to hundredths of a second.
- The lure consists of 3 white plastic bags attached to the string.

Rounds, Runs & Limits

- Each dog gets 1 scored run per round.
- Maximum of 4 rounds per dog per day for the safety of the dog.
- Time on track begins when the dog enters the start box and ends when the dog exits the track. Time outs are a DQ (“no score”) — see Section 04 for game-specific time limits.
- Event format (Closed Rounds = scheduled run times vs. Open Rounds = no set time) is at the facility's discretion. The Open Round format is limited to a maximum of 2 runs per dog per hour.
- Running order is at the facility's discretion.
- Max of 2 handlers per dog — one at the start line and one to catch and leash the dog at the finish line. It is not the facility's responsibility to provide catchers; participants should make their own arrangements. Handlers may also call their dog back to the start line in place of a second handler.

Scoring & Records

- Each dog's time is recorded in the IDS database for the purpose of tracking titles, International Rankings, and Championship Invitations.
- A minimum of 2 rounds per weekend/event are required to be eligible to qualify for finals or IDS Championship Invitations.

NOTE

IDS Lure Chasing titles will not be issued during the 2026 season until IDS has had the opportunity to evaluate end-of-season data as it relates to scores and appropriate divisions. All Lure Chasing scores will be applied retroactively once divisions are finalized. IDS reserves the right to adjust rules and divisions during the testing period.

FINALS & CHAMPIONSHIP

- A minimum of 2 rounds per weekend/event are required to be eligible to qualify for the Finals Bubble or IDS Championship Invitations.
- The event's Finals Bubble is based on each dog's fastest time of the weekend/event.
- Facilities will record the top 3 placements from the Finals Bubble for all classes and divisions for IDS Championship Invite purposes. Facilities may choose to offer placement awards.

Fun Finals (Optional)

- Fun Finals may be offered at the facility's discretion.
- If held, the top 5 dogs in each division complete 1 additional run. The top 3 scores in each division are the Fun Finals winners.
- Fun Finals scores are not recorded with IDS and do not affect Championship Invitations. They are for fun only. Facilities may offer Fun Finals awards at their discretion.

For detailed year-end Championship information, see the IDS Championship Criteria document on the IDS website.

17 LURE CHASING DIVISIONS

A floating bubble is used to determine divisions. The fastest score for each dog that has competed in at least 2 rounds during the event is recorded on the Finals Bubble. Those scores are sorted from fastest to slowest, then divided into divisions from lowest to highest based on the percentages below.

All four division structures (Slip Stream Open/Legend, Slip Stream Lap, Jet Stream Open/Legend, Jet Stream Lap) use the same percentage breakdown:

Comet	Top 10% (fastest)
Protostar	Next 15%
Nebula	Next 25%
Rising Star	Next 25%
Superstar	Next 15%
Supernova	Bottom 10% (slowest)

NOTE

Division percentages apply independently to each class (Open, Lap, Legend) and each game format (Slip Stream 50, Jet Stream 100) within a given event.

18 LURE OPERATOR REQUIREMENTS

All IDS Lure Chasing events must be staffed by an IDS-approved Lure Operator. Only approved or designated individuals may operate the lure during IDS-sanctioned runs.

Lure Operators are required to complete IDS's certification program prior to operating independently at any IDS event. Three certification levels exist:

- Apprentice — shadows a Facility Lure Operator for a minimum of 150 individual runs before evaluation.
- Facility Lure Operator — may operate at their sponsoring facility and train Apprentices there.
- IDS Certified Lure Operator — may operate at any IDS event, train Apprentices at any facility, and administer evaluations.

REQUIRED

All prospective lure operators must complete the IDS Lure Operator Application and review the IDS Lure Operator Handbook prior to beginning their Apprenticeship. Both documents are available through the IDS Gateway Portal or by contacting IDS at judge4ids@gmail.com.

For full certification requirements, evaluation procedures, equipment standards, on-course responsibilities, renewal requirements, and code of ethics, refer to the IDS Lure Operator Handbook.

Facility Responsibility

- Each hosting facility is responsible for assigning a qualified, IDS-approved Lure Operator for all IDS Lure Chasing events.
- Facilities must ensure backup Lure Operator coverage is available if needed.
- Facilities are responsible for ensuring their operators are trained on facility-specific equipment prior to hosting IDS events.

SAFETY

IDS reserves the right to pause or stop runs at any event if lure operation is deemed unsafe or inconsistent with IDS standards.