

TOTAL RETRIEVER FLOW CHART

SOCIALIZATION AND INTRODUCTION TO FIELD

Introduction to Crate
House Breaking
Playing with Kids and Adults
Traveling in a Vehicle
Learning Limits
Nature Walks

Simple Obedience with Treats
Casting Games with Treats
Walking on Leash (2 sides)
Introduction to Retrieving
Introduction to Birds
Introduction to Water Retrieves

Introduction to Gunner-thrown marks
Introduction to Gunfire (at a distance)
Introduction to Upland Hunting
Introduction to Lead Steady
Walking Singles
Yard Multiples

BASICS

Yard Sequence

Field Progression

Formal Obedience
Heel (2 sides), Here, Side and Front Sit,
Sit to Whistle
Force Fetch
Hold
Ear Pinch
Walking Fetch
Stick Fetch
Simple Casting
Right, Left, and Back from Remote Sit
E-Collar Conditioning
Obedience
De-bolt
Collar Fetch
Introduction to Indirect Pressure
Pile Work
Lining and Casting to Pile
Stick to Pile
Force to Pile
Sit to Pile
Come-in from Pile
Double T
Teaching the Line
Forcing
Stopping
Mini T
Full T
Double T
Disciplined Casting
Swim-by
Teaching the Line
Forcing
Stopping
Overs and Exits

↓ Singles off Multiple Guns
Lead Steady (taut lead with use of hand on release)
Introduction to Simple Retired or Hidden Guns
Require Delivery to Hand
↓ Bird in Mouth Procedure with singles off multiple guns
Teach Land Doubles
Steady with limp Lead or no Lead
↓ Occasional E-collar Use Permitted for obedience going to/from line or for steadiness
Long Non-Cheating Water Marks
Simple Conventional De-cheating
↓ Simple Water Doubles

TRANSITION

Land Sequence

Water Sequence

Drills

General Training

Pattern Blinds
Blind Drills
Pattern Blinds
with Diversions
Elementary Cold
Land Blinds

Simple Cheating Singles
Taught Channel Blinds
Cold Channel Blinds
Complex Cheating Singles
Chinese Blinds
Memory Cheating Marks
Simple Tune-Ups

Wagon Wheel
8-handed Casting
No-No Drills

Continue Therapy Marks
Land Marking Progression:
Simple Retired Memory marks
Increasing Complexity of Multiples
Building Marking Concepts
Handling for marking errors such as switching,
going to old falls, fading with factors

ADVANCED

Field Trial

Hunt Test/Hunting

Building Marking and Blind Concepts:
long retired guns, secondary selection, quads,
advanced tune-up drills, multiple blinds to master
factors such as poison birds and other diversions,
obstacles, crosswind, terrain, and other factors;
emphasis on technical water concepts

Building Marking and Blind Concepts:
emphasis on steadiness and willingness to handle
on marks; multiple blinds to master factors such as
dry shots, old falls, and other diversions; emphasis on
hunting settings such as game calls, decoys, hidden guns,
duck blinds, boats, handler with gun, quartering, etc.