

# 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.