1	Taking and Holding	Started	Stimulus Control
1.1	Take an object from your hand		
1.2	Pick up an object from the ground		
1.3	Hold an object when sitting beside you and in front of you		
1.4	Hold an object when you bend down, put your hand under the object, and poke at the object		
1.5	Hold an object while moving		
1.6	Hold an object while sitting		
1.7	Hold different kinds of objects		
1.8	Hold an object despite distractions (for example, treats in the vicinity, several objects to choose between or other people in the area)		

2	Delivery to Hand	Started	Stimulus Control
2.1	Hand target		
2.2	Deliver the object in your hand		
2.3	Release on cue		
2.4	Longer distances		
2.5	With distractions (for example, a thrower who stands nearby, several objects on the ground, or a loud audience)		
2.6	Run straight out of the water while holding the object without shaking off the water (13.5)		

3	Steadiness	Started	Stimulus Control
3.1	Remaining in sit beside you		
3.2	Walking at heel (8.6)		
3.3	Stop and hold position at a distance after a stop whistle (6.8)		
3.4	During a flush (only spaniels, 6.11)		
3.5	With distractions (for example shots, marks, other dogs working)		

4	Calmness Training	Started	Stimulus Control
4.1	Relax on a mat		
4.2	Lay at your feet when you sit down		
4.3	Sit and wait while tied up		
4.4	With distractions (for example, while other dogs are working, shots, or an audience)		

5	Recall	Started	Stimulus Control
5.1	Voluntarily run towards you (during walks)		
5.2	Voluntarily run from your helper (who is holding the dog's collar) to you		
5.3	While working and with distractions (such as helpers with treats, tossed objects, game, and according to the six steps)		
5.4	Out of the water and through the water (13.7)		

6	Stop Whistle	Started	Stimulus Control
6.1	Stop in front of you (sitting or standing)		
6.2	Stop at a distance		
6.3	Voluntarily offered stop in the woods		
6.4	Stop when you back away from the dog		
6.5	Stop while running away from you		
6.6	Stop while running towards a distraction		
6.7	Stop while running towards you		
6.8	Steadiness. Stay after the stop whistle		
6.9	With distractions (for example, when running towards a helper, when the dog is looking for something, or when game is flushed)		
6.10	In the water		
6.11	Stopping when game has been flushed (spaniel)		

7	Holding an Area	Started	Stimulus Control
7.1	Hunt in a small area near you		
7.2	Fetch and deliver objects		
7.3	Hunt in a small area at a distance		
7.4	Being cast to the correct area and start hunting		
7.5	With distractions (such as shots, a helper playing with a toy, or other dogs nearby)		

8	Heelwork	Started	Stimulus Control
8.1	Get into heel position from the front, right, left, and from behind		
8.2	Walk in the proper position and look straight forward		
8.3	All angles and paces		
8.4	Longer distances		
8.5	Different surfaces		
8.6	With distractions (such as shots, walking behind the shooter, or falling marks)		

9	Getting Used to Gun Fire	Started	Stimulus Control
9.1	Being calm during gunfire (4)		
9.2	Steadiness while sitting by your side (3.1)		
9.3	Steadiness while walking at heel (8.6)		

10	Blind Retrieves	Started	Stimulus Control
10.1	Straight out from your side		
10.2	Focus in the direction of the hand		
10.3	Right, left, push back		
10.4	Longer distances		
10.5	Different types of terrain		
10.6	Over obstacles (walls, tree trunks, streams, paths)		
10.7	Retrieve and deliver objects (1 & 2)		
10.8	In water (13.9)		
10.9	With distractions (such as passing by other objects, other dogs, or a strong wind)		

11	Hunting	Started	Stimulus Control
11.1	Catch the scent and find the object (dummy, game)		
11.2	Retrieve and deliver objects (1 & 2)		
11.3	Zigzag hunting pattern — quartering (spaniels)		
11.4	Larger area (retrievers)		
11.5	Various kinds of terrain and obstacles (meadow, woods, swamp, field, in the water, and along the beach)		
11.6	Turn signal		
11.7	With distractions (for example several dummies, other dogs, or an audience)		

12	Marked Retrieves	Started	Stimulus Control
12.1	See where the object falls		
12.2	Retrieve and deliver objects (1 & 2)		
12.3	Longer ranges (spaniels 30-50 yards and retrievers 50-100 yards)		
12.4	Different kinds of terrain and obstacles		
12.5	In the water (13.11)		
12.6	With distractions (for example, a concealed thrower, a shooter standing near you, or running by other game on the way back)		

13	Water Work	Started	Stimulus Control
13.1	Run through and swim straight across water		
13.2	Run straight down into the water		
13.3	Run straight up out of the water (towards the hand target)		
13.4	Run through and swim across the water without an object (towards the hand target, shaking off after touching the hand)		
13.5	Run through and swim across the water with an object (shaking off after the object has been delivered)		
13.6	Stop whistle		
13.7	Recall whistle		
13.8	Hunt whistle		
13.9	Blind retrieves		
13.10	Hunting		
13.11	Marked retrieves		
13.12	With distractions (such as a boat in the water, a thrower standing nearby, or shots)		