Owner: **Dog name:**   **BFD point of contact:**

Place a checkmark and date if dog is demonstrating each skill & ready to move on. Make notes as needed.

Jump/Recall progression	*The overall goal of jump progression is to generate value for the dog in CHOOSING to go over jumps (versus avoiding or going around jumps), building speed and confidence going over the jumps independently.*
1	Over and back, single hurdle, owner luring
2	Over and back, single hurdle, less luring, dog opting to do jump increasingly on its own
3	Overs, with hurdles in a cluster
4	Recall to owner no jumps
5	Recall to owner over 1-2 jumps
6	Recall to owner over 4 jumps
7	Recall over jumps with distraction/ competition (drag race)
8	Sending dog over a hurdle to retrieve an item (dead ball)
9	Sending dog over a hurdle to retrive an item with increasing difficulty (distraction, angles)
10	power jumps alone, or with another dog released safely before/after

Dead ball retrieval	*Goal of dead ball retrieval is to build excitement for retrieving an item that is not moving (aka, dead ball). It is smart to already be asking for the dog to bring the ball all the way back to you, then reward with a tug or treat only when the ball is brought to you. This task also has to be rewarding enough that your dog will RUN away from you at full speed, with other dogs zooming around, to GO GET A DEAD BALL. So, high reinforcement for this!*
	If dog will fetch a moving item
1	1. start by having dog fetch moving item
2	2. begin asking dog to wait until moving item is still, then ask for fetch
3	3. have helper bounce, then place the item, send dog to retrieve
4	4. helper places ball with less bouncing/farther away -- dog retrieves.
5	Some dogs are less interested in fetching, and this may require a different strategy (shaping a "hold", putting treats in ball, starting with some other item they are more interested in, etc).
6	This is a great skill to work on at home.

Box Progression	*slowly building a fast, snappy turn*
1	Dog should be introduced to the sound of the box - possibly watching other dogs hit it etc.
2	mat work - back and forth -- encouraging dog to get all 4 feet onto a mat

3 * what way does my dog turn? Method one- dead ball retrieves. Method 2. Take video of your dog moving from stationary to a full run.

4 Mat work - turn around

5 Take the mat and place on angled board, get the turn, reward

6 Mat on wall (introduce deflection here)

7 Mat on wall, no ball, second person releases dog, owner moves away and rewards

8 Mat on box -- nno deflection at first, once then seem to get it, add deflection

9 * impulse control game with waiting to hit-it

10 back to wall, mat, add velcro ball (yes deflection)

11 box with velcro ball

12 box with velcro ball, someone else releasing

13 box with triggered ball

14 box with triggered ball, someone else releasing

15 backchain, someone else releases dog near jump closest to box - dog does box turn, goes over 1 jump back to owner

16 backchain 2 jumps

17 backchain 3 jumps

18 do entire run

Passing progression	*In flyball, dogs need to commit to their run without chasing or being distracted by other dogs running near them. Many flyball dogs are herding dogs and the instinct to chase is strong. We tackle this by 1 - building strong desire to retrieve a ball and return to owner, such that the other dogs aren't as exciting. and 2 - progressive exposure and proofing.*

1 2 helpers are holding dogs, they recall away from each other to owners. Helpers begin moving so that dogs have to run past each other slightly more each time as they recall to owner

2 passing over a double wide jump

3 watching other dogs race and rewarding dogs for watching without lunging

4 passing with gates between dogs or very wide passes (once dogs are doing full runs)

5 *Note that actions you do at home can make this easier or harder. Discouraging dog-chasing behavior might be beneficial if you want a flyball dog.*