



Hare Bawl Screamer with Remote^{v13.b} #64209-2

Thank you for purchasing a Lucky Duck™ Premium Decoy.
To view additional Lucky Duck™ products please visit your local Sporting Goods dealer or
log onto www.luckyduck.com.

Included in your package:

- Hare Bawl Screamer decoy (Furry rabbit cover and decoy base structure with remote receiver installed)
- Hollow Field Base with fill cover
- Ground Stake
- Action base cup
- Remote control

Getting ready to use your new decoy:

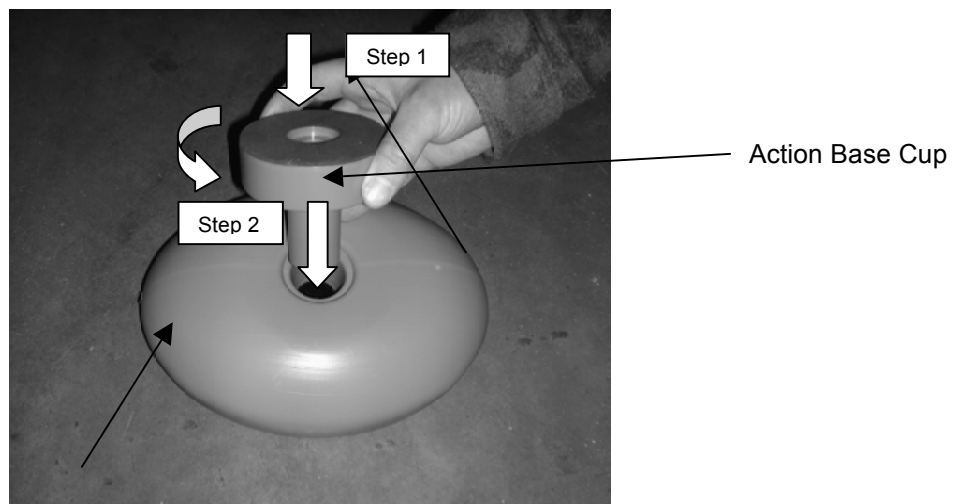
Install (4)-AA batteries (not included) in the provided battery compartment.

DO NOT MIX OLD & NEW BATTERIES. DO NOT MIX ALKALINE, STANDARD (CARBON ZINC) OR RECHARGEABLE (ni-cad, ni-mh, etc) BATTERIES.

To do this, you will need to remove or lift up the furry rabbit cover to expose the decoy base structure and controls. Locate the battery compartment on top of the decoy base unit. Slide the battery cover back to expose the battery compartment. Negative (-) battery terminal goes against the springs. Replace the battery cover and furry cover. The furry cover simply slides over the "S" wire.

Assembly Instructions:

1. Locate a flat open area that has shorter vegetation so an approaching predator can see the decoy from a distance. You have been provided 2 mounting options for your Hare Bawl Decoy. (Stake and Field Base). Choose which option best suits the terrain that you will be hunting. The base has a fill hole on the bottom that allows you to fill the base with Sand or lead shot for extra weight to provide a solid base for the decoy to operate in areas where a ground stake will not work.
2. If you are using the ground stake, press or pound it into the ground about 4" before mounting the Action Base Cup.
3. The Action Base Cup is installed next. **Step 1:** Slide the bottom of the Action Base Cup over the top of the stake and screw stake into Action Base Cup or down into the middle of the Field Base until the bottom of the cup makes contact. (See Figure 1 **Step 2:** Gently press down until the Action Base cup bottoms out. You are ready to mount your decoy.

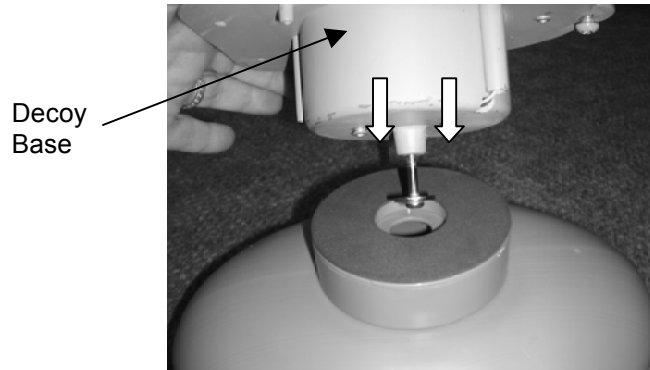


Field Base

Figure 1

Mounting the Decoy to the Action Base Cup:

1. The Decoy Base has a screw with a large washer on it that protrudes from the bottom of the unit. **DO NOT REMOVE** this screw. Line up this screw/washer with the hole in the top of the Action Base Cup. Press the screw/washer head through the rubber membrane hole in the center of the Action Base Cup and let it bottom out on the inside bottom. This is all you have to do to mount the decoy. There is no mechanical fastener between the Action Base Cup and the Decoy Base. To disassemble for transportation, simply do the opposite. Pull on the decoy until the screw/washer pop back out of the rubber membrane. (See Figure 2 below) You will notice a gap between the bottom of the Decoy Base and the top of the Action Base Cup. This is what creates the wobbling motion when you turn the decoy on. You can adjust the screw on the bottom of the Decoy Base in or out to increase or decrease the amount of motion that you might want. It is factory pre-set to optimize the action.



Remote Control Operation Instructions:

Figure 2

1. Your Hare Bawl Screamer comes with the Remote Control Receiver factory installed.
2. Lift up the furry cover to expose the ON/OFF toggle switch and flip the switch to the ON position.
3. Your Remote Control has 3 channel options (A, B, C). If you are using more than one Hare Bawl Screamer, you can control up to 3 separate decoys from the same remote. Make sure that the channel on the ABC selector switch on the remote matches the same channel that the receiver ABC selector switch is set to. For Example: If the Remote selector switch is set to A, then your receiver selector switch must be set to A. The receiver is located under the furry cover next to the battery compartment. The switch is on the top face of the receiver.
4. Replace the furry cover.
5. Your remote control has 2 buttons (M and S). Button 1(M) is Motion only. If you push this button, the decoy will move, but not make any sound. Button 2(S) is Motion and Sound. When the (S) button is pushed, the decoy will scream as it moves.
6. If you want to stop the sound, but keep the motion once it's running, simply press the M button on the remote and it will stop screaming and switch to Motion only.
7. Your remote control has a range of approximately 120'. You will want to set your decoy within that range for it to work. Terrain can decrease the range of the remote control.

There are times when you might want to use the decoy further away from you than the remote control range is capable of. Hare Bawl Screamer has the ability to run completely on it's own with a built in random intermittent timer. It will scream and shake randomly ON and OFF without use of the remote control. For this to work, the decoy remote receiver must be disabled. The next 2 sections will cover how to do this.

Manual Operation Instructions: (If the Remote Control Receiver is removed/disabled)

1. For the decoy to be used in Manual Mode, the remote control receiver must be disabled/disconnected from the decoy unit. You will need to lift up the furry cover, remove the 2 black thumbscrews that retain the receiver, and unplug the connector ribbon from the base of the decoy structure. Replace the receiver with wire harness disconnected and replace the thumbscrews.
2. With ON/OFF toggle switch and mode switch exposed, simply flip the switch to the ON position, slide the furry cover down over the "S" wire. The decoy will immediately start screaming and shaking. If you need a little time to get back and set up, use the delay option detailed out on the next page.

Delay option: (Manual Operation Only, remote receiver inside decoy must be removed/disconnected for this feature to work. See Step 1 under Manual Operation Instructions above)

1. If you desire a short delay to give you time to get set up, before flipping the On/Off switch to ON, press and hold the mode button. While holding the mode button down, flip the On/Off switch to ON. The Rabbit will go into a sleep mode giving you time to get sat down and ready. After approximately 2 minutes, the rabbit will start to randomly shake and scream. **(NOTE: Remote control receiver on decoy must be disabled for the delay option to work)**

Changing Sounds: (works in both Remote and Manual mode)

1. Your Hare Bawl Screamer comes with 3 sound choices. To switch between the sounds, WHILE THE DECOY IS ON, press and hold the black mode button down (don't let go). After a couple of seconds, you will hear a short burst of sound. Keep holding the button down and it will start to toggle through the (3) sound options. When you hear the sound you desire, release the button. The decoy will automatically select that sound to be used the next time the decoy is activated. You can pre-set this sound before you get in the field and turn the decoy off. The next time you turn it on, it will return to the last saved sound. Sound options: Cottontail Distress, Baby Cottontail Distress, and Jackrabbit Distress.
2. The decoy has built in delays so it will turn on and off randomly to make the most realistic distressed animal decoy possible.

Troubleshooting:

If your Hare Bawl Rabbit does not start to quiver when you turn the unit on, be sure it is upright when you press the power button. There is a heavy counter weight inside that the motor can not turn when on its side.

If that doesn't work, keep in mind there is an intermittent timer inside this unit, so the decoy may not immediately turn on. This is normal. If it has not turned on after a minute, check to make sure the switch is on, and check to be sure the batteries are fresh and installed correctly.

Check to be sure that your remote A, B, or C channel selector switch matches the same A, B, or C channel as the selector switch on the Receiver mounted on the decoy base. Also check to be sure the battery in your remote is not expired. If the red LED does not light up when a button is pressed, the battery is dead.

If still having a problem, then you will need to call customer service at 715-338-3183.

Warranty: Lucky Duck™ warrants this product against all manufacturing defects for a period of 1 year from date of purchase. Proof of purchase is required. Abuse of the product (submerged in water, dropped, mistreatment etc.) is not covered. Please return and exchange the defective unit to the store where you purchased the product. If the store will not accept the return, please call our customer service phone number at 715-338-3183.



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