



Super Swimmer HD™ #10516-0

Thank you for purchasing the Super Swimmer HD. To see more Lucky Duck™ products please visit your local Sporting Goods dealer or online at www.luckyduck.com.

Directions for use:

Step 1: Unpack the box and make sure all parts are present.

Parts include:

- 1 – Super Swimmer HD body and battery module
- 1 – 12 Volt Rechargeable Battery
- 1 – 12 Volt Charger
- 1 – Dual jet propulsion system

Charge your battery before use. A fully drained battery will take approximately 8-10 hours to charge.

To Recharge the 12 Volt Battery: (NOTE THIS IS A 12V BATTERY SYSTEM – DO NOT MIX WITH 6V BATTERIES)

Step 1: Remove the battery from the module under the decoy and remove the wires from the battery.

Step 2: Connect the red clip on the charger to the red battery post and the black clip to the black battery post.

Step 3: Plug the charger into a wall outlet. The LED light on the charger will turn red after a few seconds during charging and green once the battery is fully charged.

Battery installation:

Step 1: Locate the battery module on the underside of the decoy.

Step 2: **DO NOT CROSS THE TERMINAL WIRES:** Two wires (1 red and 1 black) will be exposed once the battery module is removed. If you do not see the red and black wires they may still be inside the decoy. Simply locate the wires inside the decoy and move the wires to the outside of the decoy body. Attach the red lead wire to the positive battery terminal (Red Terminal on Battery) and attach the black lead wire to the negative battery terminal (Black Terminal on Battery).

Step 3: Insert the battery on its side into the battery module.

Step 4: A two position switch is located in the battery module. Timer mode will run the decoy for 10 seconds on and 5 seconds off. On/Remote mode will run the decoy constantly or run the decoy utilizing the Lucky HD Remote Kit (sold separately).

Step 5: Screw the module onto the bottom of the decoy.

Dual jet propulsion system:

Step 1: Slide the dual jet propulsion system over the water pump outlet.

Step 2: Simply adjust the jets in the desired direction. The dual jet system is flexible and can be arranged in many configurations. Point the jets straight back for a natural swimming motion, point one jet out of the water for a spray while the other jet swims the decoy, turn one jet off to the side to create a circling motion, etc. – the options are limitless.

Turn On/Off:

Step 1: The decoy has a water activation switch that turns the decoy on when set in the water and turns the decoy off when removed from the water. When the two silver contacts on the bottom of the module are both submerged under water the decoy turns on. If the decoy continues to remain on when removed from the water simply wipe the two silver contacts with your hand or clothing. The decoy will turn off.

Tip: To test the decoy out of the water simply assemble your decoy as described above and set the silver contacts on a wet towel or in a small water bowl.

This decoy does not come with a remote control. The Lucky HD Remote Kit (10415-6) may be purchased separately and installed in this decoy. Installation instructions are included below.

Remote Control Operation (SOLD SEPARATELY)



Remote Receiver



Remote Transmitter

Step 1: Plug the remote receiver into the battery module next to the mode switch. The remote receiver should already be pre-programmed to the remote transmitter. Move the mode switch to On/Remote mode, screw the module onto the decoy and simply set the decoy in the water. The decoy should turn on. You can now control the decoy with the remote.

Step 2: The remote is also programmed with a random timer. Simply slide the switch on the remote to timer mode and turn on the decoy. The decoy will turn on and off in random intervals.

Programming the Remote:

Step 1: If the decoy remote needs to be reprogrammed it is easiest to do it out of the water. Simply unscrew the battery module from the decoy leaving the battery wires attached. Set the battery module on a wet towel or in a dish with water so the water activation sensors on the bottom of the module are wet. The decoy should turn on.

Step 2: With the remote receiver installed in the battery module, push and hold the small black button on the remote receiver while pressing the remote transmitter on or off button. Within 1 second you should see the red light flash on the remote receiver and your decoy turn off. Your decoy is now programmed. The decoy must be running to program the remote.

Tip: You can program multiple decoys to run off of one remote transmitter. Each decoy will need its own remote receiver. Simply follow the steps above to program each decoy to one remote transmitter.

Caution: This decoy was designed to be used in calm water situations. **Do not use this decoy in windy conditions, rough water or high current areas.**

Care and Maintenance

1. The decoy is not waterproof. Never submerge the decoy. If the decoy becomes submerged make sure to dry the decoy and its internal components completely before turning the decoy on. You will need to remove the underbody module from the decoy to allow air flow.
2. Always charge the battery before storage and do not leave the wire leads attached to the battery while in storage. **The decoy's electrical components have a slow drain if the battery is connected even when the decoy is not running.**
3. Clean your decoy using warm soapy water and a clean soft rag. Never use abrasives or harsh chemicals as this will damage the paint.
4. Store your decoy in an above freezing dry environment during the off season.
5. Always unscrew the battery module after each use to ensure there is no water inside the decoy or module.

Troubleshooting:

If the decoy will not run try the following steps:

1. Use a voltmeter to test the battery's charge. The fully charged 12V battery should show 12 to 13 volts. If the battery will not hold a charge the battery is bad.
2. The charger light should be green when plugged into the wall and not connected to the battery. Once connected to the battery the charger light will change from green to red after a few seconds to indicate the battery is charging. If the light stays green and you know the battery is not fully charged the charger is most likely bad.
3. If the battery is fully charged, but the decoy will not turn on when the water sensor switch (two silver contacts) is submerged in water, check for any loose connections between the motor and the module and between the module and the battery.
4. If the decoy does not work when you are using a remote control and the receiver is plugged into the module try unplugging the receiver to see if the decoy will work without the receiver. If the decoy works without the receiver plugged in the receiver is bad. If the led light on the remote transmitter does not illuminate when pressed the remote transmitter battery is dead and should be replaced. Simply remove the back cover of the remote transmitter and replace the battery.
5. If you have crossed the red and black wires to the battery terminals the fuse may blow. The fuse is located on the red battery wire. Simply unscrew the fuse holder and replace the fuse.

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 customer service at 715-338-3183.

Lucky Duck™

A Division of Expedite International Inc.
1950 8th Ave
Baldwin, WI 54002
Customer Service 715-338-3183
www.luckyduck.com

