



Lucky Junior II 6V #10918-2

Thank you for purchasing the Lucky Duck Junior II 6V. To see more Lucky Duck™ products please visit your local Sporting Goods dealer or online at www.luckyduck.com.

Directions for use:

Unpack box and make sure all parts are present.

Parts include: 1 –Lucky Junior II Mallard Drake body, 1 set –Magnetic Wings, 1 – 6 Volt Rechargeable Battery, 1 – 6 Volt Charger with port and alligator leads and 1 – 3pc Mounting Stake.

Charge your battery before use. The battery is partially charged out of the box. A fully drained battery will take 8-10 hours to charge.

To Recharge the 6 Volt Battery (two methods):

Decoy Port:

1. Simply plug your charger into the charging port located under the decoy.
2. Plug the charger into a wall outlet. The LED light on the charger will turn red when charging and green when fully charged.

Battery Directly:

1. Remove the battery from the module under the decoy and remove the wires from the battery.
2. Connect the red clip on the charger to the red battery post and the black clip to the black battery post.
3. Plug the charger into an outlet. The LED light on the charger will turn red when charging and green when fully charged.

Battery installation:

1. Locate the battery box on the underside of the decoy. Squeeze the retaining clips together and pull the battery box out of the decoy.
2. Place the battery into the battery box and secure the battery in place using the velcro strap. The velcro should be tight to the battery.
3. **DO NOT CROSS THE TERMINAL WIRES:** Two wires (1 red and 1 black) will be exposed once the battery box is removed. If you do not see the red and black wires they may still be inside the decoy. Simply locate 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).
4. Insert the battery box into the bottom of the decoy. The battery box will only go into the decoy one way. Align the section of the pole mount hole on the battery box with the pole mount hole on the decoy and snap into place.
5. Turn on the rocker switch to test that the battery has made a good connection. The motor should spin in a counter clockwise direction.

Note: If you have crossed the red and black wires to the battery terminals the motor will spin clockwise and may blow the fuse. The fuse is located on the red wire for the battery and can be unscrewed and replaced very easily.

Wings:

1. Attach the magnetic wings to the motor shafts by simply inserting the wings into the magnetic sockets on each side of the decoy. Align the notch on the wings to the slot on the decoy wing shaft.
2. Always remove the wings from the decoy if not mounted on the three piece pole to minimize any potential wing damage from handling.

Three piece pole:

1. The 3 pc pole has a top ("T" handle), middle and bottom section (pointed end). Simply slide each section into the other until the metal push pin pops into the corresponding hole.

Mounting three piece Pole into the decoy:

1. Insert the top pole into the hole in the module under the decoy.
2. Secure the decoy to the metal pole by strapping the orange cord around the horizontal "T" handle.

Note: Lucky Duck offers a 5' extension kit to add length to your decoy pole. Multiple extension kits can be joined together. Lucky Duck also offers a tripod stand that works well on frozen or hard terrain and sits roughly 18" high. To purchase an extension kit or tripod stand check with your local sporting goods store or log on to www.luckyduck.com.

Hunt: Turn the switch on (under decoy by tail) and you are ready to hunt.

Check out our website and Youtube channel for additional product instructions.

Decoy Care and Maintenance

Lucky Junior II 6V is not waterproof. Never submerge in water.

- If Lucky HD becomes submerged make sure to dry the decoy and its internal components completely. You may need to remove the underbody module from the decoy. Lightly spray the motor with a light gun oil or WD-40.
- Always remove the wings if the decoy is not mounted to the three piece pole to reduce the possibility of damage.
- Always charge the battery before storage and do not leave the wire leads attached to the battery while in storage.
- Clean your Lucky HD using warm soapy water and a clean soft rag. Never use abrasives or harsh chemicals.
- Store Lucky HD in an above freezing dry environment during the off season.

Decoy Troubleshooting:

Decoy will not run

1. Ensure the “dummy” plug is securely installed. In the front of the decoy module (under decoy and towards the head) you will see a small piece of plastic that is inserted into the module. This is a “dummy” plug where a remote control kit (not included) would be installed. **This plug needs to be securely installed for the decoy to run.**
2. Check the fuse. Locate the red wire running to the battery. The fuse is located inline on the red battery wire usually protected by a foam pad. Slide the foam pad down the wire and unscrew the fuse holder. Inspect the fuse. If the fuse is intact check the fuse connections for corrosion and clean as necessary. The fuse part number is F3AL250V. Replace as needed.
3. Check the motor. With the wings attached spin the wings by hand. The wings should turn smoothly with minimal resistance. If the wings do not turn smoothly the motor may be burned out or have significant corrosion. Motors rarely burn out from normal use. Significant corrosion can occur if the decoy has been submerged.
4. Check the battery and charger. Use a volt meter to make sure the battery is charged. A 6V battery should hold 6+ volts when fully charged. If the battery did not charge either the battery or the charger is bad. Plug the charger in and attach a volt meter to the charger leads. The volt meter should read 6+ volts. If the charger doesn't have the correct output then the charger is bad. If the charger has the correct output then the battery is bad. Replace as needed.
5. Check the switch. Turn the switch on/off a few times to remove any residue on the switch contacts. If the decoy still does not turn on carefully remove the entire module from the decoy body (4 screws). Keep the motor wires and battery connected. Locate the backside of the on/off switch and unplug the two wires going to the switch. Touch the terminal ends of the two wires together. If the decoy turns on the switch is bad. If the decoy does not turn on the module is bad. Replace as needed.

Decoy vibrates when running

1. If the decoy vibrates enough to make significant noise make sure the wing adapters (piece that connects the wings to the motor shaft) are securely attached to the motor shaft. Some vibration is normal.
2. Make sure the wing shaft is straight. A bent wing shaft will cause significant vibration.

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 email or call customer service at customerservice@luckyduck.com or 715-338-3183.

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