Instruction Manual
Decoy Boss Instructions

I. Controller Components/Description of Operation

1. Master On-Off Switch - Turns entire panel on or off.
2. Master Indicator Light - Green light shows entire panel is on.
3. Channel #1 On-Off Switch - Turns individual channel on or off.
4. Channel #1 Indicator Light - Green light shows this channel is on.
5. Channel #1 Device Light - Red light indicates the decoy device is running.
6. Channel #1 Off-Time Controller - Controls the length of “off time” for the decoy device from 0.5 seconds to 16 seconds.
7. Channel #1 On-Time Controller - Controls the length of “on time” for the decoy device from 0.5 seconds to 16 seconds.
8. Channel #1 Speed Controller - Controls the running speed of the decoy device from 10 percent (3 volts) to 100 percent (12 volts)
9. Controller Mounting Holes
10. Battery Connection Cable
11. Battery Connector Rings - Positive and Negative leads.
12. System Protection Fuse - 30 Amp.
13. Positive Output Connection for Decoy Device
14. Negative Output Connection for Decoy Device
15. Strain Relief Bar - Tension relief bar to wrap wires going to decoy devices to protect controller connection terminals.
II. Installation Guidelines

A. Mounting of Controller
   1. Location In Blind
      a) Close enough to battery
      b) Ease of operation
      c) Out of direct rainfall exposure
      d) Convenient for wire entering the blind
   2. Mount controller by bolting or lag screwing to the blind through the four mounting holes. [(4) Mounting wood screws included]

B. Wiring From Controller To Decoy Devices
   1. Type Of Wire: (2) Conductor “Landscape” Wire”
      a) 16 Gauge- for lengths to 125’.
      b) 14 Gauge- for lengths over 125’ to 200’.
      c) 12 Gauge- for lengths over 200’ up to 500’. (Note: 12 gauge is recommended for the “Mallard Machine”)
   IMPORTANT- If multiple decoy devices (3 or more) are being powered from (1) pair of wires, increase your wire size accordingly.
   2. Where To Purchase Wire: Any Home Depot, Lowes, or your local hardware store usually carries this in stock.
   3. Connect wires to the positive and negative terminals on the controller using the provided termination spades. Tie the wire off to the restraining bar to protect the panel from tension wear. Run wire to your decoy device and connect to its positive and negative wires. Also tie-off this wire to the decoy’s mounting post if possible to protect from tension wear.
   4. Wire Terminations
      a) At Controller: Use the provided crimp on termination spades to connect to panel. Make sure to crimp very firmly to the bare wire.
      b) At Decoy Device: Many decoy devices come with male or female spade connectors on them. Match these and crimp on to wiring. If the decoy device does not have connectors, use wire nuts or install spade connection on the device and the wiring.

Note: As an accessory item we offer a Accessory Kit which provides a variety of commonly used connectors and de-oxidation compound.

III. Product Capacity Limitations

A. Controller
   1. Ten Amps Per channel
   2. (6) Channel- 25 Amps for entire controller.
   3. (4) Channel- 20 Amps for entire controller.

B. Typical Amp Draws for Decoy Devices
   1. Spinning Wing Decoys
      a) Large- 0.6 Amps. (Max)
      b) Small- 0.3 Amps. (Max)
   2. Bilge Pump Decoys
      a) 1.9 Amps. (Max)
   3. Mallard Machine
      a) 7 Amps. (Approximate)
   IMPORTANT- Only (1) Mallard Machine should be operated per channel. Channel #2 is the preferred channel.
   4. Vortex
      a) 3-4 Amps.

Note: If continuous operation is desired connect vortex direct to battery, bypassing controller.
IV. Accessories

A. Expander Module
   1. Positive Wire Connection
   2. Negative Wire Connection
   3. Main Wiring Harness To Controller
   4. Mounting Holes
   5. Decoy Device
   6. Wiring

The Expander Module allows an easy way to hook-up as many as (4) decoy devices into (1) channel on the controller. This can be mounted in your spread, outside the blind, or by your controller. It can save running (4) pairs of wires by just running (1) pair out into your duck hole feeding (4) devices via Expander Module. (See figure 5a for example of use.)

B. Connector Kit
   Kit containing connectors used to connect to most decoy devices. The anti-oxidant compound should be applied to all connectors.

V. Helpful Tips

A. Pre-Planning- Pre-fabrication of wiring runs (Refer to Figure 5a)

Constructing a layout of the hunting hole showing all desired decoy devices, their rough location, and distance from blind before installation will save a lot of time and effort. From the rough sketch pre-cut wire, label it, install proper connectors, and roll it up on individual reels. This will greatly reduce installation time in the field. These wire reels can be used at the end of season to roll-up wire and store in blind. Wire reels can be purchased at home improvement stores such as Lowes and Home Depot inexpensively (Manufactured by Bayco).

B. Protection of Wiring

For leaving wiring in the blind over off-seasons follow suggestions:

1. Bundle all wires together as they leave the blind in a short piece of PVC conduit (6’-10’ long) to protect from muskrats, beavers, etc.
2. Coil all wire runs individually on wire reels, labeled, and stored inside blind, for ease of re-installation next season.
3. Put a small amount of anti-Oxidant compound on all connectors and wire where crimped. This will greatly prevent oxidation of terminals and connectors.
VI. Troubleshooting

A. Unit Will Not Come On
   1. Check fuse (30 Amp)
   2. Check battery charge
   3. Check terminal connections

B. Decoy Device Is Running Backwards
   Reverse terminal connections positive and negative at controller or decoy device.

C. Duck Butt Is Spraying Low
   Pump is running backwards. Reverse connections. Clean trash from pump.

D. Spinning Wing Is Not Coming On
   Check on-off switch on decoy device.
VII. Mounting Dimensions

6-Channel

Holes For Mounting
#8 Screw

4-Channel

Holes For Mounting
#8 Screw
VIII. Warranty

The Decoy Boss has a standard (1) year warranty, from date of purchase, against any manufacturing defect or failure. This warranty will not cover natural wear and tear or any damage due to irresponsible use. If there are any problems or questions please contact us.

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