

FOXPRO Decoy Operation

To set up the Decoy:

- 1) Open the lid of the box. Make sure the power switch is off.
- 4) Install 4 “C” size alkaline batteries in the holder. Observe polarity!
- 3) Carefully remove the spring steel support wire from the inside of the lid.
Use caution so that the wire doesn't cause personal injury! Do not bend the wire.
- 5) Remove the animal from the box. Locate the plastic tube imbedded in the foam block. Insert the formed end of the spring wire into this plastic tube.
- 4) Close the case lid. Be certain that the latch is engaged.
- 5) Carefully insert the “banana plug” end of the wire through the hole located near the front of the closed lid into the mating connector on top of the motor.
- 6) Push the black plastic insert into the hole.
- 7) Turn the power switch on. The animal should come alive. Note: Never attach or remove the animal with decoy turned on. To do so will stress the motor gear train.

Switch Description

Power.....Turns on or off battery power.

Timer.....Enables the timer mode. (see below for details of this mode)

Fast.....Selects between normal and fast movement modes.

Sound.....Enables a rodent “chirp sound” each time the animal moves.

Light.....Turns on an LED which softly illuminates the decoy for night use.

Remote Control.....Allows for remote on – off when connected to a Foxpro caller.

Timer Mode description

With the timer switch on, the decoy will wait about a minute after power is turned on before commencing movement and sound. After this period, the decoy will move for a random time of several seconds. It will then “rest” for another random time of several seconds. This sequence of random run and rest times will continue until power is turned off, or until the decoy is stopped with the Foxpro remote control system. Once the decoy is stopped or paused by remote control, the microprocessor exits the “timer” mode. This is done in order to give the user maximum control of the decoy. When the action is resumed by the remote control, the decoy will move continuously without the “rest” periods. To stop the decoy, simply push the “AUX” button on the Foxpro TX5LR remote control.

Connecting the Decoy to your Foxpro

Plug one end of the supplied 6- foot patch cable into the decoy jack marked “Remote”. Plug the other end of this cable into the “Aux” jack on the caller. This jack is on the top of the caller, across from the antenna. Note that the Aux jack is installed only on callers equipped with the TX5LR remote control. Turn on the decoy and the caller. Put the caller in the remote mode. Use the transmitter "Aux" button to start and stop the decoy

action and sound. The action control is alternating...for instance, if the first button push stopped the movement, the next button push will start the action. Remember to turn off the power switch on the decoy after use.

Some Notes:

Never attach or remove the animal while power is applied. This will stress the motor gears.

The action of the decoy can be altered by carefully sliding the animal's foam block to the front or back. This changes the balance, and can drastically alter the action.

Do not attempt to operate the decoy with a different animal attached that weighs more than the one supplied by Foxpro. To do so will stress the motor gears.

To remotely start and stop the decoy action and sound, connect a 3.5 mm phone plug patch cable from the decoy remote control jack to the "AUX" jack on your Foxpro caller. Use the "AUX" button on the TX5LR remote control to operate the decoy.

Be careful while removing or stowing the spring steel wire. Use two hands so as to prevent injury to your face and eyes.

The decoy is not waterproof. Do not use in rain or wet snow. If you must do this, enclose the decoy base in a plastic bag. If the animal gets wet, air dry only. Do not use an electric dryer. Fluff the fur by hand when dry.

If you are concerned that the power switch could be bumped to the "on" position during transport, simply remove a battery from the tray.

Make certain that the lid is latched securely before transporting the decoy, lest the animal and / or wire escape. This will cause you great distress.

Finally, let us know what you think of the decoy. We're interested in hearing from you!