



MAD DUCK OUTDOORS

Waterfowl Walker™ Motion Tops

Features

- ❖ Legal in all states
 - No motor
 - No electric power
 - No batteries
- ❖ Moves several decoys on a single cord
- ❖ Able to move several cords at once
- ❖ Lightweight
- ❖ Moves Shell and Full body decoys
- ❖ Uses existing decoys
- ❖ Patent Pending

Description

The Waterfowl Walker™ motion top is designed to provide motion to shell and full body decoys. Sometimes wind is not available or motors are illegal or just too expensive. The system mimics the side to side wobble of birds walking in the field as they are on the move and feeding by rotating the decoys side to side. You have not seen anything like this before. One hunter can move eighteen decoys with one hand, through the flagging port of their blind while laying in a layout blind. It allows a hunter to add motion to several decoys or up to several dozen decoys at once without wind, motors or electric power. It gives the hunter the flexibility to adjust their decoy spreads for each hunt and still provide motion how and where they want or have the decoys idle when he wants. There is no other product like this on the market!

A hunter can put 6 or more decoy motion tops on 1 activation cord and easily control three cords from one end stake. That is eighteen decoys controlled from the movement of one of the hunter's hand. Activation cords can also be moved individually making the motion look random over the entire spread. The hunter can install more than one end stake near their blind and be able to vary between three dozen decoys to make them all move and that is just one hunter. Add another hunter to the setup that is 3 to 6 dozen decoys rotating.

The system is setup by driving support stakes into the ground. The stake provides a platform for supporting the motion tops and is also used to anchor the activation cord on both ends. The activation cord

and stretch cord are hooked to an end stake at the outside end of the decoy spread. Then run back run back toward the hunter's blind and attached to several motion tops with decoys before being tied near the hunters blind. Once the activation cord is attached to an end stake near the blind it is ready to be used.



Final Approach Full Body feeder on motion top ready for action.

Specifications

The rotary decoy motion tops are made in two sizes. There is the 9" top for shells and small full body duck or goose shell decoys and the 12" model for full body goose or turkey decoys. They are made from Hi-impact polystyrene.

Shells just need two 7/32" holes that are 3/4" on center at the balance point. Most decoys already have one hole for a wind stake and only require on additional hole. Full body decoys need the same holes in the top and a 1 1/4" or larger hole in the bottom for the motion top to slide through. The CNC-07 Fastening washers can be used to secure the decoys to the stakes in high winds, but are usually never needed.

Ordering Information

CNC-02	9" Decoy Walker™ Motion Top – 3 Pack
CNC-03	12" Decoy Walker™ Motion Top – 3 Pack
CNC-05	Decoy Support/End Stake – 3 Pack
CNC-06	Line Set – 1 Activation Cord Set
CNC-07	Fastening Washer – 6 Pack
CNC-11	9" Decoy Walker™ Motion Top - Starter 6 Pack
CNC-12	12" Decoy Walker™ Motion Top - Starter 6 Pack