

## **Rules governing ...**

### **Division D: Hunting Decoys (Floating)**

#### **Category 13. Marsh Ducks**

#### **Category 14. Diving Ducks**

#### **Category 15. Geese, Swans & Confidence**

This Division will honour the original working decoy, hand carved from wood and designed to be hunted over.

- Decoys must be made of wood, and hand crafted by the carver. Construction must be sturdy and able to withstand the wear and tear of hunting conditions.
- Decoys will be judged on simplicity, practicality and durability. Final selection will be done from a distance, weather permitting.
- No detailed or fragile bills, necks, wing tips or tails. No raised primaries, no carved details in bills. Mandible separation will be permitted, nostril definition is allowed, but detail on the underside of the bill is discouraged.
- Decoys must be painted in traditional hunting decoy style. The carver should be aware that a spread of 36 handmade decoys were common and while brushing, ragging, stippling, combing, scratching, and blending is allowed, excess use of these methods will be adversely judged. Texturing, burning, airbrushing, inserts, fragile parts, and individually carved feathers will not be permitted
- No feather definition other than outline will be allowed, carved or painted. Paint, tack and glass eyes are permitted.
- Decoys must have an anchor line attachment (lines and anchors not needed).
- Painting must withstand an extended time period in the water and not deteriorate. Any decoy that checks, splits, takes on water, or loses paint at any time prior to the completion of judging will be disqualified. Decoys will be floated and must self-right when submerged bottom up and released. Geese and swans must self-right from the sides.