Division D: Hunting Decoys (Floating)

Category 13. Marsh Ducks
Category 14. Diving Ducks
Category 15. Geese, Swans & Confidence

To encourage more entries in the Hunting Decoy division, this year each carver who has an entry in Division D, will have their name entered in a draw for a free Marathon Micromotor c/w a 35k hand-piece, a stand and a foot pedal.

This Division honours 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.

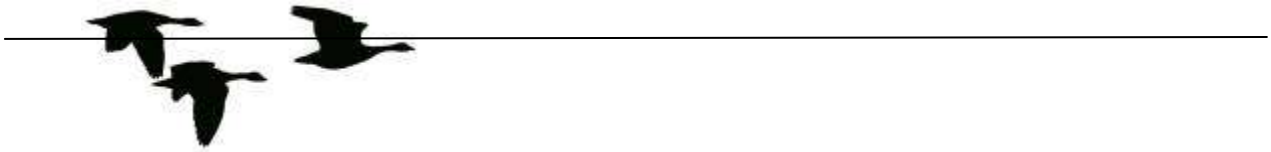
Decoys will be judged on simplicity, practicality and durability. Final selection will be done from a distance, weather permitting.

No detailed or fragile bills, necks, wing tips or tails. No undercut primaries, no carved details in bills. Mandible separation will be permitted, nostril definition is allowed. 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 looses 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. How well the decoy floats will be a prime factor in judging.