## PARKER'S BLACK DUCK DRAKE OR HEN

(a.k.a. BLACK MALLARD)

Decoy size, shape & texture may vary, so adapt your technique accordingly. Prepare the decoy surface by sanding or cleaning to remove encrusted dirt, scale & loose paint. Patch or fill cracks, checks & shot pellet damage. Be sure the head is secure. Styrofoam or blow up decoys can be primed with decoy paint body color. Other types of decoys should be primed with a universal primer. Primer must be thoroughly dry before applying top coat. Deep or dark decoy colors may need multiple coats to ensure a solid tone. Allow each coat or color to dry before applying subsequent coats. Stir well before using. Do not thin if brushing – can be thinned to a maximum of 10% for spray or airbrush applications. If thinning use paint thinner or mineral spirits. Decoy paint may form a thin skin on top of paint, remove before stirring. To store Parkers decoy paint, place a small amount of paint thinner in container & secure lid tight & store paint upside down.

## Painting procedures for Black Duck Drake or Hen:

Paint the entire decoy with #20 Ground Color, except bill. Allow to dry.

Section A. (Head & neck strip) Paint with No. 34 Timber Brown. Before the paint dries on Section A create the effect shown in the head above by scratching off part of the #34 Timber Brown with a blunt nail. This will allow the Ground Color to show through & give the desired feather effect.

Section B: (Wing patch) Paint #7 Blue Section C: (Bill) Paint #33 Olive Green

<u>Section D:</u> (Bill nail & nostril) Paint #16 Dark Brown <u>Section E:</u> Feather borders - (use a very small brush

to get narrow lines) Paint #8 Tan

