

PARKER'S MALLARD HEN

These instructions are intended for general working decoys. Decoy size, shape & texture may vary, so adapt your technique accordingly. Before painting, prepare the decoy surface by sanding or cleaning to remove encrusted dirt, scale & loose paint. Use wood patch or filler to patch cracks, checks & shot pellet damage. Be sure the head is secure before painting. All other decoys with the exception of Styrofoam or blow-up decoys, prime with a universal primer. Styrofoam or blow-up decoys can be primed with the decoy paint body color. Be sure that the primer is completely dry before applying paint. Stir paint well before using. 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. Do not thin decoy paint if brushing. Thin sparingly—10% maximum—if applied with an airbrush or spraying. If thinning is required, paint thinner or mineral spirits is recommended. Jars of decoy paint may form a thin skin on top, remove this before stirring. Before storing Parker's decoy paints, place a small amount of paint thinner or mineral spirits in container, secure lid as tight as possible & store container upside down.

Painting procedure for Mallard Hen. Paint the entire decoy with #8 Tan. Allow to dry completely. Using a soft pencil, lightly sketch in the various sections as shown.

Section A: (Upper tail coverts) Shade heavily #4 Bison Brown

Section B: (Primaries) Shade heavily #4 Bison Brown

Section C: (Back & wings) Shade heavily #4 Bison Brown

Section D: (Feather border on back & wings) Outline/heavily shade edge with #4 Bison Brown

Section E: (Forehead, crown & hind neck) Shade #4 Bison Brown-solid coat

Section F: (Eye shadow) Shade #4 Bison Brown-solid coat

Section G: (Chest & side feather borders) Shade #4 Bison Brown

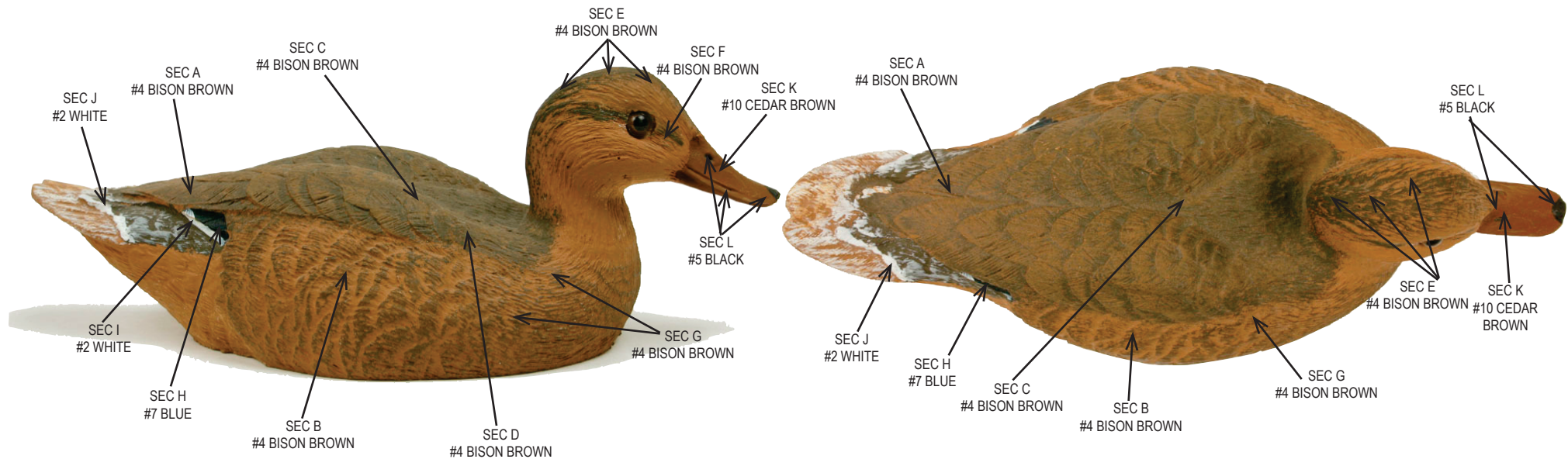
Section H: (Wing patch) Paint #7 Blue-solid coat

Section I: (Wing patch border) Paint #2 White-solid coat

Section J: (Tail feather borders) Edge with #2 White-solid coat

Section K: (Bill) Paint #10 Cedar Brown-solid coat

Section L: (Bill nail, nostrils & mouth line) Paint #5 Black-solid coat



The photos are reproduced from a digital image. The colors may vary in sheen or finish from actual product in the container. The final finish results may vary with surface (ex: wood species, plastic or foam). Test a sample area to ensure satisfaction.

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PARKER'S MALLARD DRAKE

These instructions are intended for general working decoys. Decoy size, shape & texture may vary, so adapt your technique accordingly. Before painting, prepare the decoy surface by sanding or cleaning to remove encrusted dirt, scale & loose paint. Use wood patch or filler to patch cracks, checks & shot pellet damage. Be sure the head is secure before painting. All other decoys with the exception of Styrofoam or blow-up decoys, prime with a universal primer. Styrofoam or blow-up decoys can be primed with the decoy paint body color. Be sure that the primer is completely dry before applying paint. Stir paint well before using. 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. Do not thin decoy paint if brushing. Thin sparingly—10% maximum—if applied with an airbrush or spraying. If thinning is required, paint thinner or mineral spirits is recommended. Jars of decoy paint may form a thin skin on top, remove this before stirring. Before storing Parker's decoy paints, place a small amount of paint thinner or mineral spirits in container, secure lid as tight as possible & store container upside down.

Painting procedure for Mallard Drake. Paint the entire decoy with #2 White. Allow to dry completely. Lightly sketch in the various sections as shown in picture using a soft pencil. Take care to avoid painting over white neck ring & wing patch area when painting surrounding areas.

Section A: (Upper tail coverts & upper flank) Paint #5 Black

Section B: (Side primaries) Paint #4 Bison Brown

Section C: (Chest) Shade edges at sides for irregular effect #3 Brown

Section D: (Wing patch) Paint #7 Blue

Section E: (Back) Heavy shading #4 Bison Brown

Section F: (Wing) Light shading #4 Bison Brown

Section G: (Head & neck) Paint #1 Green. Take care to leave collar
Ring area #2 White as base coat.

Section H: (Scapulars) Lightly shade #4 Bison Brown.

Section I: (Cheek, forehead, back of head, hind neck, eye shadow) Shade lightly
#5 Black as illustrated.

Section J: (Collar ring) (#2 White already)

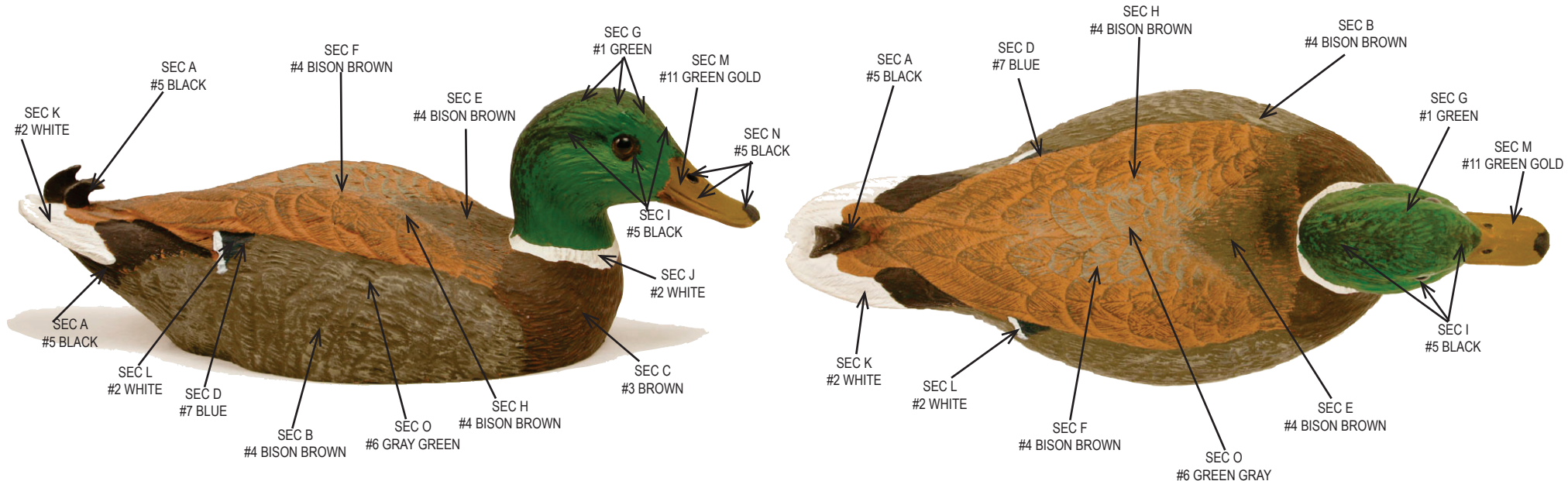
Section K: (Tail border) Edge #2 White

Section L: (Wing patch border) Edge #2 White

Section M: (Bill) Paint #11 Green Gold

Section N: (Bill nail, nostrils & mouth line) Paint #5 Black

Section O: (Back & sides) Shade feather borders using #6 Green Gray



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