

In this act, a duck
presses a pedal with his
bill to operate a stick which strikes
a drum. The duck is trained to do this only
when a signal lamp near the pedal is turned on.

The signal light turns on when the appropriate coin is put into the
coin box or when the "test" button is pressed. After 10 or 25 strokes
of the stick, depending on the setting of the control knob, the duck
is rewarded with a helping of food and the signal light goes off.

Behind the door at the duck's end of the unit is a compartment containing an electric feeder and the control box which keeps track of the show sequence. The power cord, connected to the control box, should be led out through the round hole at the back of the unit. During operation, the display requires a maximum of three amperes of regular 60 cycle 115 volt current. The display is electrically well insulated, but for safety's sake, it is best to connect to a 3-wire grounded outlet or to run a ground wire from a water pipe to the short wire that sticks out from the power cord plug adapter.

Special sockets on the control box receive plugs from the electric feeder, the coin box, and from wiring that connects to the drum base.

A non-reset counter, built in to the control box registers the number of times the display has been triggered by the coin box.

A push button on the control box allows the action to be tested without use of the coin box. Push button operation does not register on the counter.

A three-position switch on the control panel selects the number of times the duck must beat the drum to earn his food reward.

Testing

Before one of the trained ducks is tried in the display it should be tested by hand.

Check to see that the electric feeder contains food pellets.

Insert the appropriate coins in the coin box, or press the test button. The red light next to the drum pedal should turn on.

Press the drum pedal. The electrically driven drum stick should strike the drum each time the pedal is pressed, until the feeder "fires" and delivers a few pellets to the feed cup. At the same time the red light should go out, and further pressing of the pedal should not activate the drum stick.

NOTE: The coin box will reject coins if the unit is unplugged from the power source, or if the red light is lit.

If any part of the equipment fails during test, check the three electric plugs at the control box and also the plug that fits into the floor directly behind the drum base.

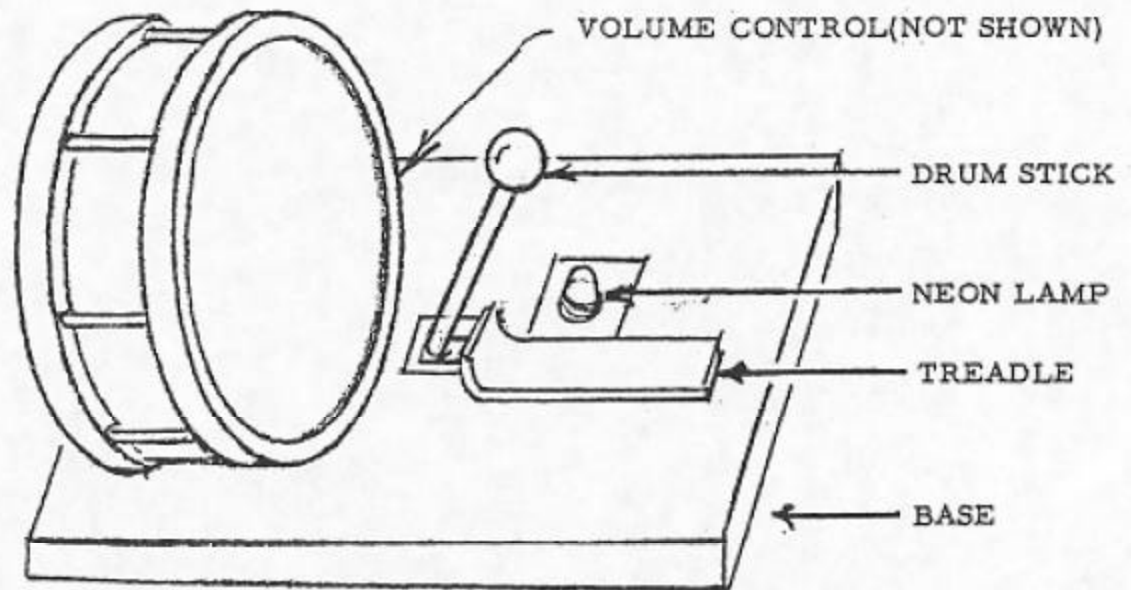
The loudness of the drum can be adjusted by turning the knob located behind the drum.

The red light next to the drum pedal should be replaced at once if it burns out. The duck has no other way of knowing whether or not the apparatus is turned on. This bulb is a neon lamp, type NE 51-H. It is easy to replace. Unscrew the plastic dome, press down on the bulb, turn it counterclockwise and lift it out.

If it should be necessary to get at the "works" of the drum base remove the wood screws that can be seen at the bottom edge of the base on the side nearest the drum compartment door. Unplug the electric cord and pull the base toward the door. It can then be tilted and removed.

Under the base is the solenoid that powers the drum stick and a microswitch operated by the pedal. The switch should click when the pedal is pressed and should click again when the pedal is released. The switch arm is made of soft brass. If switch adjustments are necessary they can usually be made by gentle bending of the switch arm.

BASE AND DRUM ASSEMBLY



The drum is attached to the drum base with clips secured by four bolts and wing nuts, accessible from the bottom of the base.

The neon lamp may be changed by turning the plastic cover counter-clockwise. The bulb itself is removed in the same manner as any standard automotive bayonet base bulb.