



OWNERS MANUAL

For the

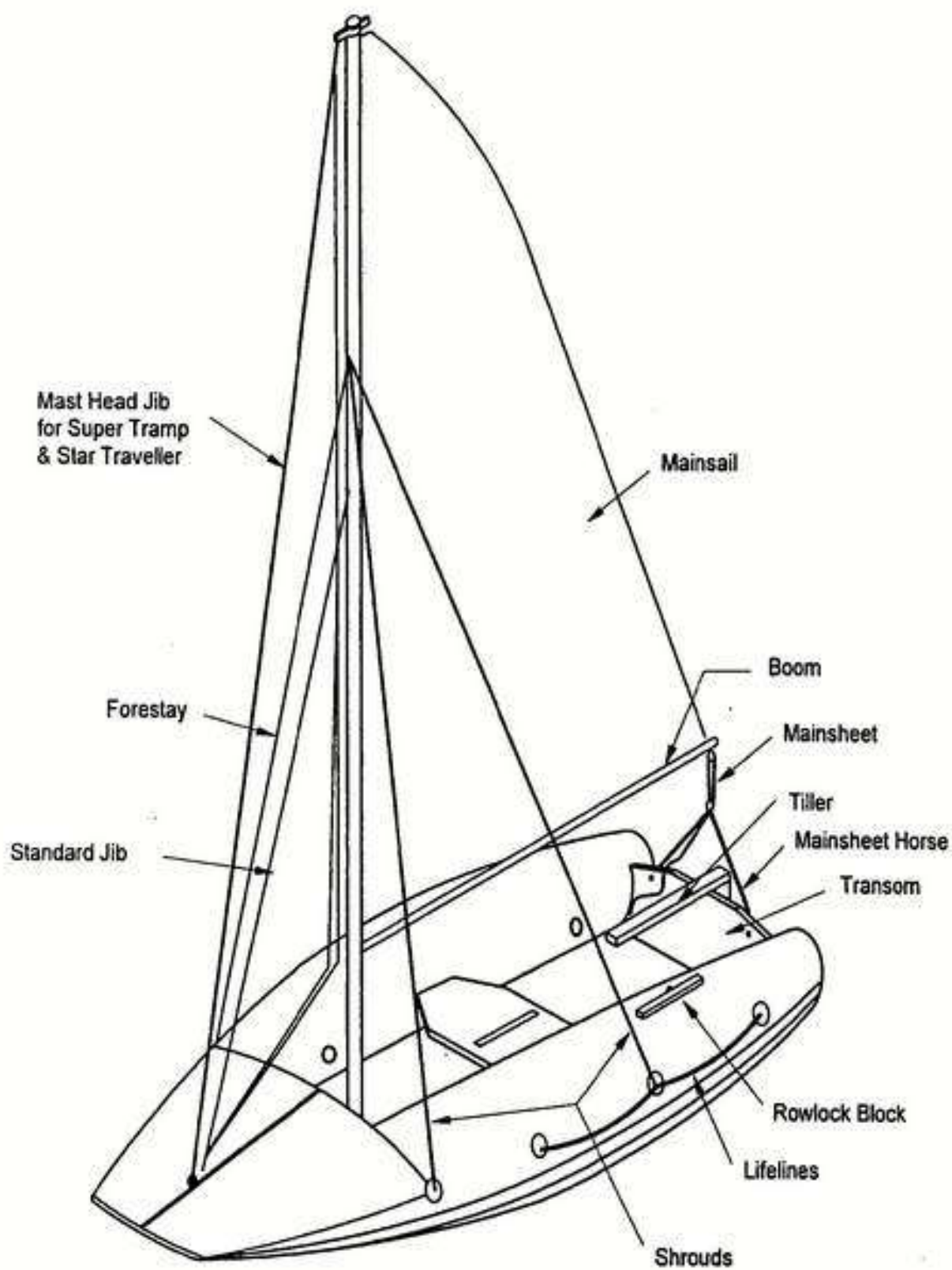
Tinker Tramp and Tinker Traveller

Henshaw Inflatables Ltd
Southgate Road, Wincanton, Somerset BA9 9RZ, UK

Telephone +44 (0) 1963 33237
Fax +44 (0) 1963 34578

email: sales@tinker.co.uk
Web page: www.tinker.co.uk

Tinker Tramp, Super Tramp, Traveller & Star Traveller



When inflating or deflating boat ensure area is free from sharp objects

Inflation

There are 4 valves.

Ensure the spring loaded plunger is in the 'out' position on each valve

Valve has rubber mushroom seal that must be kept free from sand etc. to ensure airtightness

The 2 valves nearest the stern inflate the inner tubes. Inflate these first until slight resistance felt on pump. Do not over pressurise.

The 2 valves nearest the bow inflate the outer tubes. Inflate these next until pump cannot be fully depressed.

Replace valve covers on all valves



Remove valve covers. Deflate the outer tubes first, then the inner tubes. Push in plunger and turn anti-clockwise to lock at the 'in' position.

Folding the Boat for Stowage

Lift the rowlock block, at the same time tucking the fabric under it along the line of the tube

This is important for a tidy package

Fold transom forwards & lift first floor hinge

Concertina together first 2 floor panels & transom

Hold down the back edge of the seat

Roll the assembly forward until bow folds over the top of the package

Use the painter rope to tie up the package



Oars & Rowlocks

Both the 1 piece or the 2 piece oars are fitted with captive rowlocks to prevent loss

Push rowlock shaft into socket to secure oar

To remove oar, pinch together the two halves of the rowlock shaft & pull out of socket



Fitting the Sailing Rig

It is important for sailing that the tubes are inflated hard.

Face bow of boat into the wind.

Mast & Rigging – Slot together the 3 mast sections aligning the sail track and engaging the alignment notch with the raised rivet

Ensure that the blue forestay & red shroud ropes are not tangled, stand the mast vertically and offer the bottom of it over the mast step block.

Pass the blue forestay rope through the 'D' ring attachment point and secure in the black self jamming cleat which should be positioned about 30cm above the canopy.

Repeat with red shroud ropes, taking them to the rings on the attachment points on tubes. Adjust the mast to approximately 5 degrees forward of upright, ensuring the rigging is well tensioned.

Mainsail – Attach end of mainsheet to block on mainsheet horse. Pass sheet through pulley block on end of boom & back through block on horse. Tie figure of eight knot in end of sheet.

Insert the 3 battens in the pockets of the mainsail.

Attach white main halyard to head of sail with the shackle. Feed the leading edge (luff) of the sail into the luff groove in the mast and hoist the sail. Cleat the halyard on the mast.

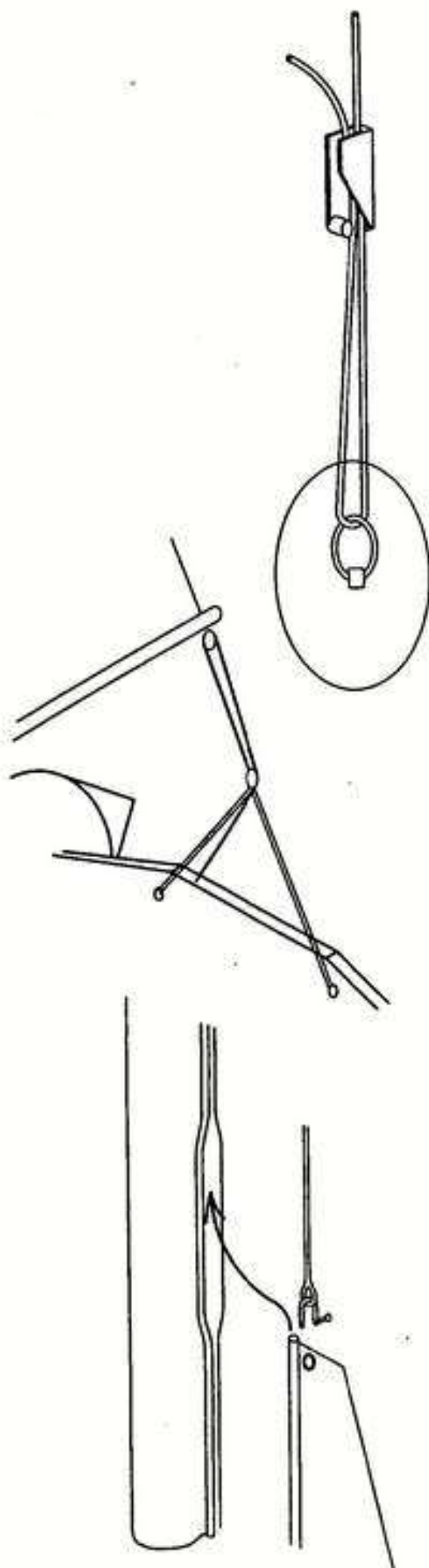
Locate end of boom over gooseneck on mast and attach sail at opposite end with short line through clew fitting.

Jib – Attach the forward bottom (tack) of the jib to the attachment point behind the forestay.

Attach the jib halyard to the head of the sail and hoist. Cleat the halyard on the mast.

Pass jib sheets inside shrouds, one each side & lead from the outside through fairleads on rowlock block. Tie figure eight knots in ends.

Rudder – Pass tiller under mainsheet horse and push rudder pintles into the transom gudgeons until the retaining clip clicks into place.



Super Tramp/Star Traveller

In addition to the standard sailing rig on the Tramp and Traveller, the Super Tramp and Star Traveller have a masthead jib, a removable mast support beam together with kicking strap, filler extension and jib sheet jamming cleats.

When using as a Star Traveller with the mast head jib, the mast support beam must always be fitted and the mast must always be fitted on the aft maststep position. Only when sailing with mainsail alone or with mainsail and small jib should the forward mast step position be used.

The masthead jib is supplied complete with a roller furling gear.

Sailing Tips

Because of its construction and light weight, a sailing inflatable is slightly flexible even when pumped up correctly. These tips, together with practice, may help you to achieve best performance.

Pump the outer tubes as hard as the footpump will allow. Set up the rigging really tight. Small movements of weight fore & aft have a marked effect. Try to trim the boat level fore & aft. Practice handling the boat in winds of less than 10 knots until you are familiar with it.

The mast should be raked about 5 degrees forward for best balance. Remember that light boats accelerate quickly but also stop quickly. Tack smoothly to avoid stalling the rudder and becoming stuck head to wind. Reef the mainsail if conditions are overpowering or lightweight children are learning to sail.

Before inserting the Daggerboard it is best to wet it first.

Care of your Tinker

Do not stand in the boat unless it is afloat to avoid damage to the unsupported bottom.

Wipe the boat clean and dry before folding away and leave the valves open so that the tubes can breathe.

Clean the boat using a mild detergent and warm water. Keep the valves clean in the same way.

In hot sunshine, particularly in the tropics, reduce the pressure in the tubes. Re-inflate before use.

Re-paint and varnish wooden parts as necessary to maintain protection and appearance.

In warm climates, particularly the Caribbean, treat ply floor and transom with epoxy or anti-fouling to prevent attack from Toredos Worms.

Repairs

The Repair Kit provided can deal with small repairs.

Cut a patch to extend 50mm around damaged area. Round off the corners of the patch.

Centre the patch over the damage and draw round it with a pencil. Clean and then sand the area until traces of the brown reinforcing fabric can just be seen. Lightly sand the back of the patch.

Apply the Bostik Contact Adhesive to the sanded area and to the back of the patch.

Allow the glue to dry until tacky and press the patch into place on a firm surface. Roll the patch as hard as possible with a decorator's roller or suitable bottle.

To repair the survival canopy use the same glue and a piece of matching fabric. Do not sand the surface. Always put the fabric gloss side to gloss side or matt side to matt side.

Safety

When sailing, your Tinker is rated to carry one less person than its rated maximum. (see builder's plate on inside of transom).

Before taking any dinghy on the water:-

Check that the prevailing conditions are within your capabilities to handle.

Check that high winds or unfavourable conditions are not forecast.

Check the tidal conditions and currents and be sure that you can return to a place of safety.

Always wear suitable protective clothing.

ALWAYS WEAR A LIFE JACKET OR BUOYANCY AID

CHILDREN SHOULD ALWAYS BE SUPERVISED