

Hello and welcome to Blokorting! If this is your first go on a blokart, please take the time to read this guide as it contains important information that will help you get up and running quickly and safely.

Getting Started

First of all, let's get familiar with how a blokart works. As you can see on the picture to the right, the blokart is a 3-wheel kart with a sail.

As in a sail boat, all of its power comes from the wind. The sail is designed in such a way that when the wind is blowing from the side, it captures the wind and transfers the power into forward motion. We will talk about the proper sailing methods a bit more later on.

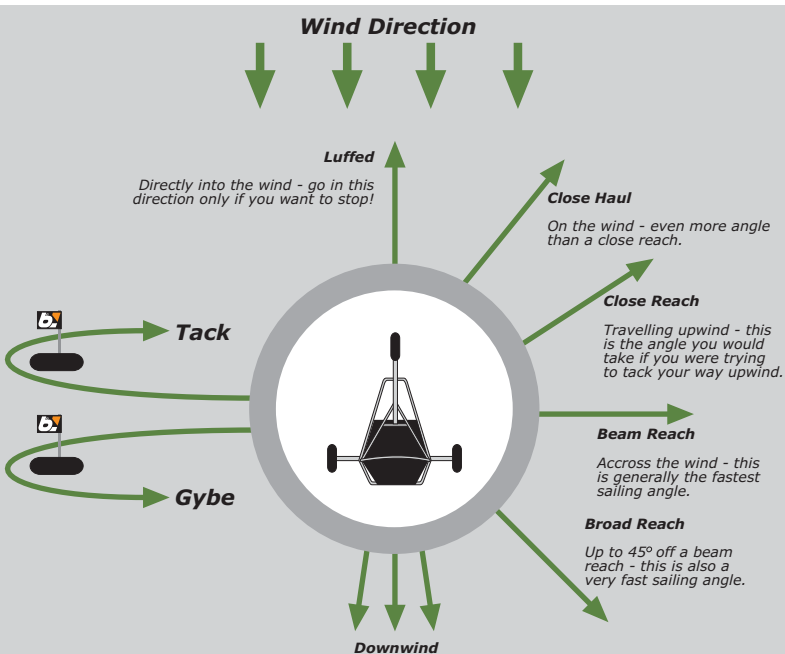
Control comes from the steering wheel (red arrow) and the sheet rope (green arrow) which determines the angle of your sail. The sheet rope is the most important control on a blokart. The angle of your sail will determine how much wind you catch and how fast you go! Generally speaking, pulling in the rope will make you go faster and letting it out will make you slow down. Although, when heading downwind, letting the sail out can help you catch extra wind.



Safety First!

We have tried to cover every situation in the precautions below, but remember that when you are in control of a blokart you take full responsibility for your actions! That being said, make sure you have heaps of fun!

- Do not stand behind a blokart as a strong gust can cause the sail to swing.
- Never try to hold the sail of a parked blokart as this will cause the wind to catch it and it will flip!
- If you need to move a blokart, pick it up by the front wheel. Make sure the pulley whip is disconnected so the sail can travel freely.
- Make sure you always wear closed shoes, gloves and a helmet. And remember to buckle up!
- In windy conditions the blokart can sometimes go up on two wheels. To get back on three wheels, simply ease the tension on the sheet rope or just let go! If you are in a blokart that tips over, it is best to stay in it and wait for the instructor to pick you back up.



Sailing Basics

The basic concepts are covered by the diagram to the left. When you first sail a blokart, travel across the wind until you get used to the feel of it. Getting the most speed out of a blokart requires fine control over your angle of travel and keeping the correct tension on your sail.

Turning

A very important part of sailing is turning at a mark without losing too much speed. There are two ways of turning. A turn into the wind is called a **Tack** and a turn away from the wind is called a **Gybe**. When learning it is best to start with tacking as you will slow down through the turn. Once you get a bit more confident you can try gybing but remember to pull the sail in and let it out once you have turned, otherwise it will fling across and can damage the blokart. Also holding onto the sheet rope for too long when gybing can cause the blokart to go on two wheels and possibly tip over. To practice either type of turn, travel in a figure 8 around two points. This will ensure that both of your turns will be the same.

Stopping

Since a blokart has no brakes you may be wondering how to stop! It's quite simple, you just turn directly into the wind. It can take 10 or so metres to stop so make sure there is room. You can also push the sail out to one side with one hand to act as an air brake. Turning in very tight circles can also be used to burn off speed and eventually slow down if you feel you are going too fast.