

F&B Y-2011 Project Logbook

Trailcraft 560 Sportscab Joins F&B

Late January pic of the virtually finished Trailcraft 560 'Wattleitbe?' leaving the fit-out bay at Horizon Shores' KLM Marine Electrics, after the week long assembly and fit-out of electronics and chandlery.



Wattleitbe? A Good Question!

The arrival of our new Trailcraft 560 Sportscab from the West just before Christmas was welcomed, as a great deal of thought and planning went into its choice, despite our starting out with the intention of

getting a Trailcraft 520 Profish – the side console model.

As we reported last month, late in the day we changed our minds and decided on the cuddy cabin Sportscab model shown here, and after a fortnight or so working in and around the craft between heavy rain and thunderstorms, we're very glad we did.

When taking delivery of a new boat, if it's at all possible, one of the best things

you can do, is *actually nothing at all.*

It really pays to just put the boat in the driveway, make a mug of coffee (or whatever) and just sit in and around the boat contemplating the million and one options that apply to the fitting-out process and how the boat can and will be set-up.

In our case, a number of issues were obvious, including the desire to create, early in the piece, a bimini structure

SEA Media's Project Boats Policy - Sea Media maintains a number of 'project boats' principally to ensure the editorial team is able to keep up with today's rapidly changing boating world. It allows us to form our own conclusions, develop factual reference information for readers, and most importantly, get a "feel" for the product - something you cannot do from a press release, a brochure, or a 30 minute zoom 'around the bay' in perfect weather. Most boats are kept for about 12-18 months, depending on their complexity, effectiveness, usage, cost, and how much interesting editorial we can develop for readers from the project. When we're finished, project boats are then sold-on to *Fisherman & Boatowner* ("F&B") readers.