## Corvette from Zastera Composites

## **By Chris Norbury**

I first started paddling a Corvette in 2009, and paddled one of the two boats I owned all the way through 2012. One of the boats I owned I picked up third hand, and it was originally used at the Junior World Championships in 2007. It was a Class VIII construction, the highest possible, with a carbon fiber layer on the outside of the hull. The boat is very stiff and light (11kg fully outfitted), although there are some small imperfections in the hull that I have learned are from one of the molds. The Other Corvette I owned (which I have since sold) was the heaviest boat at the 2009 World Cup in Tasmania (around 12.5kg), despite being a Class VII construction. However, both boats have survived significant hits that would easily destroy one of the current batch of 10kg boats so I guess I can't complain.

The Corvette is a quick boat, the fastest wildwater boat I have paddled on flat water (I think quicker than a ZBS Wakatwo, although I have never paddled an Aggressor, which was the Zastera boat designed for the flat Karlovy World Championships course). It has tons of volume and comes back up well when going through waves. On small chop I think it is definitely one of the better boats to have as it cuts through the waves well and I am happy racing this boat on rivers like the Nantahala. However, once the river gets any more difficult than this you can easily get in trouble. The primary stability isn't that great and the boat tends to lay on its side when hitting cross currents, or uneven waves. This can cause changes in direction that are not anticipated, which makes you more unstable, then the boat lays more on its side, further complicating things. Very few top level racers are using a Corvette any more, as the trend is towards more stable boats that allow you to put the power on in difficult rough water. But if you typically race on smaller easier rivers this is a great boat, although you will have to put in significant time in it to feel comfortable.