



Trophy Centre Console

560 TROPHY CENTRE CONSOLE

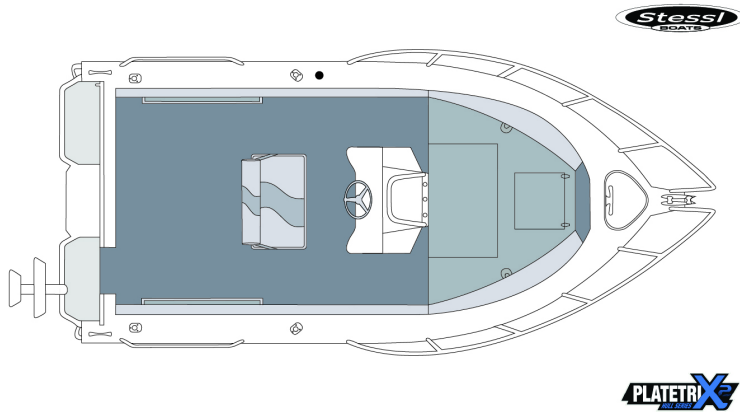


Diagram shows standard features and general configuration. Proportions will vary for each model. This drawing is not to scale. Measurements and weights subject to variation and should be used as a guide only.

Specs

Length Overall	5.70m
Beam	2.45m
Depth	1.45m
Bottom Sheet	4mm - 5083 High Tensile
Side Sheet	4mm 5052 Marine Grade
Transom	XL/S
Weight (boat only)	650kg
Horsepower Rec.	115hp
Horsepower Max	140hp
Pax	6 ppl
Series Tab Name	560

Standard Options

- 4mm 5083 high tensile Bottom Sheets
- 4mm 5052 Side Sheets
- 4mm Bulkheads and frames fully welded to hull – not floating
- Full height transom with twin boarding platforms
- Fully welded gunnels and side decks
- Extruded Side Decks
- Enclosed rear transom with twin hatches
- Walk through Transom door
- Large aluminium anchor well
- Raised front casting deck with access hatches
- Two piece folding Centre Console
- Large dash facia for oversize electronics
- Moulded clear acrylic windscreen
- Baystar Hydraulic steering
- Gussi Sports Steering wheel
- Upholstered helm seat box with swing backrest.
- Tinned marine wiring harness with battery switch
- 5 gang switch panel with 12V socket
- Automatic bilge pump
- Anchor Winch Brackets
- RAILBLAZA TracLoader Coaming
- LED Navigation lights and Anchor light
- Carpeted timber floor
- Australian Standards Approved underfloor foam flotation
- Long range 175L aluminium fuel tank with sender unit
- Heavy-duty dive boarding ladder
- High 32mm Bow rails
- Heavy-duty bow sprit with double rollers and rope keepers
- 32mm Transom rails
- 32mm Side rails
- Large side pockets x 2
- Riveted aluminium Rod Holders x 4
- Cast alloy cleats x 3
- Cup holders x 2
- Transducer Brackets x 2
- Gunwale rubber
- Painted one colour in and out
- Custom decals
- Captains Pack

Popular Options

- Two Tone Paint
- Metallic Paint
- Underfloor Kill tank
- Bait Board
- Bait Board with bait tank
- Live bait tank in transom
- Bimini
- Electric motor bracket
- Self draining Welded floors