

EVINRUDE

E-TEC

PERFORMANCE REPORT

BULLETIN #: 1207
ENGINE 1: E60HGL

BOAT TYPE: Multi-Species DATE OF TEST: 6/17/2016



BRP US, Inc.
10101 Science Drive
Sturtevant, WI 52177
www.evinrude.com

ALUMACRAFT

Alumacraft Boats
315 West Saint Julien Street
St. Peter, MN 56082
507-931-1050
www.alumacraft.com

2016 ALUMACRAFT CLASSIC 165

BOAT

2016 ALUMACRAFT CLASSIC 165

Material	Aluminum
Length	16' 4"
Beam	82"
Weight w/o Engine	895 LBS
Maximum HP	75 HP
Fuel Capacity	17 Gallons
Transom Height	20"
Steering	DPS

ENGINE

Evinrude® E-TEC® 60 H.O.

Engine Type	Inline 3 Cylinder
Horsepower	60 H.O.
Displacement	7.91 cu in
Induction	E-TEC® D.I.
Operating Range	5000-5500 RPM
Weight	320 LBS Dry Weight
Gear Ratio	2.36:1

PROPELLER

Viper™

Material	Stainless
Diameter/Pitch	13.875" / 19"
No. of Blades	3
Part Number	763931
Prop Vent Hole	NA

MOUNTING HEIGHT

Hole Position	#2
Jack Plate	No
AV Mounting	0

PERFORMANCE DATA

RPM	MPH	GPH	MPG	RANGE
500	3.35	0.10	33.50	513
1000	4.10	0.20	20.50	314
1500	6.05	0.60	10.08	154
2000	6.45	1.10	5.86	90
2500	11.65	1.85	6.30	96
3000	17.60	2.50	7.04	108
3500	22.40	3.10	7.23	111
4000	26.20	3.90	6.72	103
4500	30.65	4.95	6.19	95
5000	34.60	5.35	6.47	99
5500	39.05	6.30	6.20	95
6000				

TEST CONDITIONS

Water Conditions	Moderate Chop
Wind Velocity	5-10 MPH
Air Temperature	75° F
Fuel Load	17 Gallons
Weight	1 Adult/safety equipment

PERFORMANCE SUMMARY

Top Speed	39.1 MPH
Best Fuel Efficiency	7.23 MPG For 111 Miles @ 22.40 MPH
Acceleration	2.8 seconds to plane

Fuel Data Range (Miles) Based On 90% Fuel Capacity



NOTE: Data may vary due to changes in weather and water conditions, elevation, load and boat bottom conditions, boat, engine and propeller options and conditions, and operator ability. Speed and fuel were calculated by NMEA 2000 I-Command. Test performed and certified by BRP OEM Applications Engineering.

© 2015 BRP US Inc. All rights reserved. ™ ® and the BPR logo are Trademarks and Registered Trademarks of Bombardier Recreational Products Inc. or its affiliates.

EVINRUDE

E-TEC

