

SPECIFICATIONS	US	CE
Length overall (LOA)	20' 8"	6.81 m
Hull length	20' 8"	6.29 m
Beam	7' 9"	2.36 m
Deadrise	N/A	N/A
Estimated draft	16"	.4 m
Fuel capacity	44 gal	167 I
Max people capacity	10	10
Max HP rating	150 HP	150 HP

#### **GELCOAT COLOR OPTIONS**



# **UPHOLSTERY COLOR OPTIONS**



Colors, graphics and some equipment shown subject to change without notice. To view a complete list of colors and options, visit the BUILD section at bayliner.com

**EXPERIENCE THE EVOLUTION™** 

BAYLINER<sup>®</sup>



# STANDARD FEATURES

#### COCKPIT

- Self-Bailing Cockpit
- Bow Anchor Locker and Storage Compartments
- Leaning Post
  Port and Starboard Gunnel Rod Storage for 4 Rods
- Aft Non-Skid Casting Platform w/Center Livewell
- Forward Facing Jump Seats w/Storage Beneath

• 115 HP 4-Stroke CT Mercury Outboard

### ENGINE COMPARTMENT

- 500-gph Bilge Pump
- 30 Gallon Built-In Fuel Tank

#### HELM

- Center Console w/Storage and a Large Storage Compartment
- Navigation Ready Helm Station w/Stainless Steel Steering Wheel
- Binacle Mounted Engine Controls w/Trim & Tilt Switch in Handle

# **HULL AND DECK**

- M-Hull™ Design
- Arctic White Hull & Deck
- Automotive Style Ride and Handling
- Bow & Transom Eyes
- Large Non-Skid Bow Casting Platform
- Mooring Cleats (6)
- Safety Handholds

#### SWIM PLATFORM OPTIONS

• Port & Starboard Swim Boards w/Ladder

#### **OPTIONS**

#### COLOR SELECTION

• Two-Tone Hull: White Hull w/White, Glacier Green, or Asher Yellow Hullside

## ENGINE

• 150 HP 4-Stroke Mercury Outboard

# WATER SPORT OPTIONS

• Sports Arch w/One Wakeboard Rack

#### **SEATING & UPHOLSTERY** Full Filler Cushion Set

- Open Bow Rails & Aft Rails
- CANVAS OPTIONS • Bimini Top w/Boot
- · Cockpit Cover

#### · Console Cover SOUND SYSTEM

• Stereo AM/FM - mp3 Player Ready

### ADDITIONAL OPTIONS

- Digital Depth Indicator
- T-Top
- Windlass
- Hydraulic Steering Wheel
- Compass
- Cockpit Table
- Stainless Steel Pack

#### Fishing Options

- Aerated Live Well
- Pre-Wiring for Trolling Motor
- Rod Holders on Center Console