



LEGACY

Aluminum Motorcycle Trailer

Specifications vary by plant



Standard Features

Optional Equipment May Be Shown

- Tube Frame on 24" O.C.
- 16" O.C. Sidewalls
- 24" O.C. Roof Bows
- Torsion Axles
- 15" Radial Tires
- Aluminum Rims
- 2-5/16" Coupler
- 2000# Front Wind Jack
- Sand Pad
- 3/4" Floor
- White Vinyl Walls
- White Vinyl Ceiling
- 30" Wedge Slope Nose
- .030 Screwless Exterior
- Two Tone Exterior with Chrome Stripe
- Polished Aluminum Nose
- Polished Alum. Exterior Bottom & Rear
- One Piece Aluminum Roof
- Aluminum Stoneguard
- Ramp Door
- 12" Ramp Extension
- Aluminum Transition Flap
- 32" Side Door with Flush Lock
- (2) Sidewall Vents
- LED Tail Lights
- Bullet LED Clearance Lights
- 12V LED Load Light & Switch Rear Ramp
- (2) LED Dome Lights
- (1) Switch
- (8) 5000# D-Rings (Installed)
- (2) Removable Wheel Chocks
- Limited 3 Year Warranty



	LEGACY ALUMINUM MOTORCYCLE TRAILER		
	AWLM7X12TE2	AWLM7X14TE2	AWLM7X16TE2
Overall Length	16'3"	18'3"	20'3"
Width	102"	102"	102"
Height	85"	85"	85"
Interior Length	13'9"	15'9"	17'9"
Interior Width	79"	79"	79"
Interior Height	65"	65"	65"
Platform Height	18"	18"	18"
Rear Opening Height	65"	65"	65"
Rear Opening Width	74 ½"	74 ½"	74 ½"
Hitch Ball Height	14"	14"	14"
Hitch Ball Size	2-5/16"	2-5/16"	2-5/16"
Brakes	ELECTRIC	ELECTRIC	ELECTRIC
GVWR	7000#	7000#	7000#
Curb Weight	1900#	1980#	2060#
Payload Capacity	5100#	5020#	4940#
Tires	ST205/75R15	ST205/75R15	ST205/75R15
Wheels	ALUMINUM	ALUMINUM	ALUMINUM
Frame	TUBE	TUBE	TUBE
Floor	¾" Floor	¾" Floor	¾" Floor
Sidewalls	WHITE VINYL	WHITE VINYL	WHITE VINYL
Ceiling	WHITE VINYL	WHITE VINYL	WHITE VINYL
Tail / Clearance Lights	LED	LED	LED
Dome Light	2	2	2
Switch	STD	STD	STD
Sidewall Vents	2	2	2
Stone Guard	STD	STD	STD
V-Nose	30"	30"	STD
Side Door	32"	32"	32"
Ramp	STD	STD	STD
Beavertail	STD	STD	STD
Sand Pad	STD	STD	STD
Crossmembers	24" O.C.	24" O.C.	24" O.C.
Side Posts	16" O.C.	16" O.C.	16" O.C.
Roof Bows	24" O.C.	24" O.C.	24" O.C.
Axles	TORSION	TORSION	TORSION
EZ Lube	STD	STD	STD
Undercoat	N/A	N/A	N/A

Specifications Subject to Change Without Notice