

2016 CHEVROLET 3500HD

Tow Rating

Engine:	(LC8) 6.0L V8 SFI GASEOUS	Transmission:	AUTOMATIC
Drive:	4WD	Tire Size:	N/A
Cab:	CREW	Package:	N/A
Bed:	LONG	Wheel Base:	N/A
Axle Ratio:	4.00	Rear Wheels:	SINGLE

HOW MUCH CAN I TOW WITH A BUMPER TRAILER?

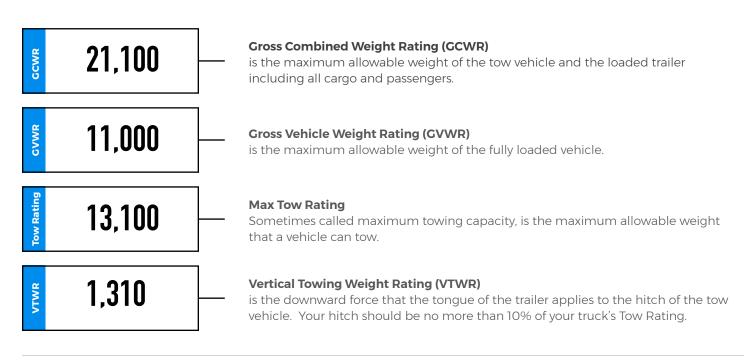
Boasting about towing a heavy load is common in this day and age. It's the focus of nearly every truck commercial. But the answer to how much you can safely tow isn't always easy to find and there are many variables. Nonetheless, weight ratings are important to understand and follow.

Truck manufacturers give their trucks specific ratings after extensive testing. Tow ratings are based on the capacity of a truck's engine, transmission, and brakes to safely handle the weight of a loaded trailer. Truck manufacturers calculate

how much a truck can safely accelerate and stop before assigning a tow rating. For Gross Weight Ratings, the truck's tires, frame, and suspension must be able to bear the load. It's important to never exceed the ratings assigned by the truck, trailer, or hitch manufacturers for the specific equipment you are using.

All of our Tow & Stow hitches are tested for both strength and endurance according to SAE J-684, the latest standard for bumper pull hitches.

FINDING MANUFACTURER WEIGHT LIMITS



For 1/2 Ton Trucks:

Use of a weight distributing hitch may be required by some manufacturers for Towing Capacities above 5000 lbs. Please consult your owner's manual or trailer hitch sticker for additional information.

For HD Trucks:

Use of a reducer sleeve in the receiver hitch may also reduce the Towing Capacity. Use of a weight distributing hitch may be required by some manufacturers when towing heavier loads from the receiver hitch. Please consult your owner's manual or trailer hitch sticker for additional information.

FINDING YOUR ACTUAL WEIGHTS

Take your loaded truck and loaded trailer to a scale at a truck stop, quarry, or material supply center. For a small fee you can weigh your tow vehicle and trailer on their scale.

