2009 Honda CBR600RR

Engine Configuration	Inline Four, 4-Stroke
Engine Displacement	599cc
Engine Cooling System	Liquid
Compression Ratio	12.2:1
Combustion Chamber Design	Pentroof
Valves Per Cylinder	4
Intake Valves Per Cylinder	2 (Steel)
Exhaust Valves Per Cylinder	2 (Steel)
Bore x Stroke	67 x 42.5 mm
Connecting Rod Length (center-to-center)	91.8 mm (3.61 Inches)
Connecting Rod Material	Steel
Measured Peak Horsepower	98.06 bhp @ 14,000 rpm
Measured Peak Torque	42.34 lbs ft. @ 11,425 rpm
Claimed Engine Redline	15,000 rpm
Valve Angle (Included)	11.5 degrees Intake / 12.0 degrees Exhaust (23.5 degrees)
Combustion Chamber Volume	13.4 cc
Valve Train Type	DOHC, Link-plate Chain Drive, Bucket Followers, Shim- under-bucket Lash Adjustment
Valve Adjustment Interval	16,000 miles
Intake Valve Diameter	27.5 mm
Exhaust Valve Diameter	22.0 mm
Intake Valve Stem Diameter	4.0 mm

Exhaust Valve Stem Diameter	4.0 mm
Intake Valve Maximum Lift	8.3 mm
Exhaust Valve Maximum Lift	7.2 mm
Intake Valve Timing	
Open BTDC	21 degrees
Close ABDC	44 degrees
Duration	245 degrees
Exhaust Valve Timing	
Open BBDC	40 degrees
Close ATDC	5 degrees
Duration	225 degrees
Valve Timing Measuring Point	1.0 mm (lift)
Fuel Delivery System	Keihin Fuel Injection
Throttle Body Venturi Size	40 mm
Air Filter Type	Pleated Paper
Exhaust System Type	4-2-1
Ignition System	Digital
Lubrication System	Wet Sump
Oil Capacity	3.6 quarts
Fuel Capacity	4.8 gallons
Transmission Type	6-speed, Constant Mesh
Clutch Type	Multi-plate, Wet
Clutch Actuation System	Cable
Clutch Spring Type	Coil
Number Of Clutch	5

Springs	
Number of Clutch Plates	15
Drive Plates	8
Driven Plates	7
Primary Drive	Gear (Straight-cut)
Primary Drive Gear Teeth (Ratio)	76/ 36 (2.111:1)
Final Drive Sprocket Teeth (Ratio)	42/ 16 (2.625:1)
Transmission Gear Teeth (Ratios)	
6th	29/ 24 (1.208:1)
5th	30/ 23 (1.304:1)
4th	26/ 18 (1.444:1)
3rd	30/ 18 (1.666:1)
2nd	32/ 16 (2.000:1)
1st	33/ 12 (2.750:1)
Transmission Overall Ratios	
6th	6.693:1
5th	7.225:1
4th	8.001:1
3rd	9.237:1
2nd	11.082:1

4 1	
1st	15.238:1