

Countersunk sleeve allows flush finish

Anti-rotation barbs prevent anchor from rotating in hole

Nylon sleeve reduces the effects of cold bridging, therefore mold growth, when compared with all-metal fixings

*Pictured - Hex Head Ultra Long Plug*

## Description

The RamPlug™ Nylon Frame Anchor is a light duty, rotation setting, interference fit anchor, designed for use in a variety of substrates such as concrete, stone, solid brick, hollow brick, solid block, hollow block, hollow slab block and lightweight concrete (AAC) block. Available in Standard, Long and Ultra Long, with (Ultra Long only) or without a countersunk or hex head screw, there is a RamPlug™ for a range of light duty anchoring applications.

## Specification

<b>Material - Sleeve</b>	Nylon
<b>Material - Screw</b>	Carbon Steel
(Ultra Long only)	
<b>Corrosion Protection</b>	Zinc Plating
(Ultra Long only)	
<b>Head Style</b>	Countersunk, Hex
(Ultra Long only)	
<b>Fixing Method</b>	Through Fixture (Long, Ultra Long) Fixture Aligned (Standard)
<b>Setting Method</b>	Rotation
<b>Anchoring Method</b>	Interference Fit
<b>Screw Gauge</b>	5 - 24
<b>Drilled Hole Diameters</b>	5mm, 6mm, 7mm, 8mm, 10mm, 12mm
<b>Anchor Lengths</b>	25mm, 30mm, 40mm, 50mm, 60mm, 80mm, 100mm, 135mm, 160mm
<b>Maximum Fixture Thickness*</b>	10mm, 45mm, 70mm
(Ultra Long and Long only)	
<b>Substrates</b>	Concrete, Stone, Solid Brick, Hollow Brick, Solid Block, Hollow Block, Hollow Slab, Lightweight Concrete (AAC) Block



## Features & Benefits

- Anti-rotation barbs prevent the anchor from rotating in the hole
- Countersunk sleeve allows for flush finishing.
- Nylon sleeve reduces the effects of cold bridging, e.g. mold growth, when compared to all-metal anchors.

## Related Products

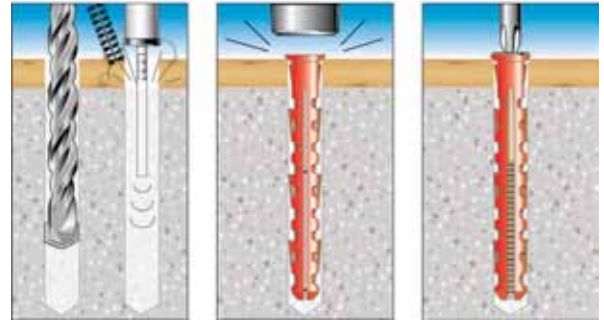
- |                                  |                  |
|----------------------------------|------------------|
| DynaDrill™ / Hammer Drill Driver | Impact Driver    |
| Carbide Drill Bits               | Hex Sockets      |
| Hole Cleaning Brush              | Drill Driver     |
| Hole Cleaning Pump               | Screw Gun        |
| Wet and Dry Vacuum               | Screwdriver Bits |

## Trades & Applications

	Carpenter	Flooring Contractor	Garage Door Installer	Window/Door Installer
Anchoring Wall/Base Plates & Battens	✓	✓		
Fitting Door & Window Frames	✓			✓
Fitting Garage Doors			✓	

## Installation (Long & Ultra Long Plugs)

1. Drill a hole to the recommended diameter and depth using the fixture as a template. If the fixture thickness is less than the maximum, increase the hole depth accordingly. Clean the hole thoroughly with a hole cleaning brush. Remove the debris with a hand pump, compressed air, or vacuum.
2. Insert the anchor through the fixture and tap with a hammer until the collar of the anchor contacts the fixture.
3. Tighten screw until the head of the screw is flush with the collar of the anchor.



Light Duty Anchors



## RamPlug™ Anchors - Standard\*

Part No	Anchor Size (mm)	Max Fixture Thickness (mm)	Overall Anchor Length (mm)	Drilled Hole (mm)	Min Hole Depth (mm)	Screw Gauge	Order Qty
DNPO5	5	-	25	5	30	5 - 7	100
DNPO6	6	-	30	6	40	6 - 9	100
DNPO7	7	-	30	7	40	9 - 12	100
DNPO8	8	-	40	8	50	10 - 14	100
DNP10	10	-	50	10	60	14 - 18	50
DNP12	12	-	60	12	75	18 - 24	25

\* Screw not supplied



## RamPlug™ Anchors - Long Plug\*

Part No	Anchor Size (mm)	Max Fixture Thickness (mm)	Overall Anchor Length (mm)	Drilled Hole (mm)	Min Hole Depth (mm)	Screw Gauge	Order Qty
DLP08	8	10	80	8	90	10 - 14	100
DLP10	10	10	80	10	90	14 - 18	50

\* Screw not supplied



Countersunk

## RamPlug™ Anchors - Ultra Long Plug\*

Part No	Anchor Size (mm)	Max Fixture Thickness (mm)	Overall Anchor Length (mm)	Drilled Hole (mm)	Min Hole Depth (mm)	Head Style	Order Qty
DUP10080F	10	10	80	10	90	Countersunk	25
DUP10080H	10	10	80	10	90	Hex	25
DUP10100F	10	10	100	10	110	Countersunk	25
DUP10100H	10	10	100	10	110	Hex	25
DUP10135F	10	45	135	10	145	Countersunk	25
DUP10135H	10	45	135	10	145	Hex	25
DUP10160F	10	70	160	10	170	Countersunk	25
DUP10160H	10	70	160	10	170	Hex	25

\* Supplied complete with screws