

# Fastener Data Sheet

## Sizes & Quantities:

\*Approximate Count

#	Shank Length	Shank Gage	Fastening Range Max. Total Thickness	Required Deck Penetration Plywood	Required Deck Penetration Wood	*Pieces / Pound	25 Lbs. Box		50 Lbs. Box	
							*Pieces /Box	Pounds /Box	*Pieces / Box	Pounds / Box
1	3"	9	2"	The Nail	1"	44	1,100	25	2,200	50
2	3 1/2"	9	2 1/2"	Must	1"	39	975	25	1,950	50
3	4"	9	3"	Pass	1"	36	900	25	1,800	50
4	5"	9	4"	Through	1"	31	775	25	1,550	50
5	6"	8	5"	The	1"	27	675	25	1,350	50
6	7"	8	6"	Plywood	1"	24	600	25	1,200	50
7	8"	8	7"	By 1/4"	1"	20	500	25	1,000	50

## Design Options:

Shank Types	Coating Types	Container	Cap	Nail Materials
Annular Grooved	Bright	25 Lbs. Boxes	1"	Hi-Carbon Steel
Smooth	Yellow Dichromate Electro Galvanized	50 Lbs. Boxes		
	Hot Dipped Galvanized	Pails		
	Rust-Lok®			



## Design Features:

- Wider gauge shank to increase strength and hold
- Head and nail shank are welded together (an exclusive feature)
- The "original" capped roofing nail
- Ring shanks for additional pull out resistance
- Installed with hand or pole hammer
- Round head will not puncture roof membrane
- Fits perfectly in the 2" and 3" Simplex Rupture Discs
- Fast, Affordable, Strong

## Uses:

- Roof Insulation board fastener
- Recovery board fastener
- Wall insulation fastener
- Base sheet fastener

## Approvals:

American Plywood Association  
FFN-105b Type II, Style 20

## Pullout Results:

Average Pullout Resistance (lbs.)	Smooth	Annular Grooved
1/2" Plywood	81	155
3/4" Plywood	99	224
2" Pine Plank	67	190

Test performed by Simplex Nails and Fasteners and the American Plywood Association

## Rupture Discs:

Made of Galvalume metal to prevent corrosion  
Designed to fit all simplex nails  
Disc will increase rupture resistance to softer metals  
2" Rupture Disc is recommended for base sheet attachment  
3" Rupture Disc is recommended for insulation attachment.

Disc Diameter	Disc Shape	Disc Design	*Pieces /Pound	*Pieces /Box	Pounds /Box
2"	Round	Parabolic	50	1000	20
3"	Round	Parabolic	23	1000	45

