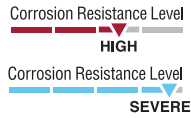


# DWP — Decking Screw Softwood-to-Softwood

## Material

S Series: 305 Stainless Steel

T Series: 316 Stainless Steel



**Size:** See the table below.

## Features & Benefits

- Box Threads design with raised-ridge technology greatly reduces driving torque, which allows you to drive more screws on a single battery charge
- 305 Stainless Steel where extra corrosion protection is required, ideal for outdoor exposure and wet service environments
- 316 Stainless Steel for more corrosive environments such as coastal areas
- Specially-designed sharp point penetrates softwood timber products with ease
- 6-lobe drive helps prevent driver-bit cam-out, resulting in easier driving and longer bit life

## Applications

- Softwood-to-Softwood Decking
- Docks, Boardwalks, Wharf, Jetty, Marina
- Timber Construction



**T-25, 6-lobe drive** reduces cam-out, making driving easier



**Box Threads** greatly reduce driving torque



**Sharp Point** easily penetrates softwood timber decking



# Deck-Drive™

## Specifications - Hand-drive

Model No.	Size	Thread	Point	Material & Finish	Box Qty	Drive Size	Replacement Bit	
S10200WPR250	10G x 50mm	Box Threads	Sharp Point with Nibs	305 Stainless Steel	250	T-25, 6-lobe	BIT25T-2-RC3	
S10200WPR1100					1100			
S10250WPR250	10G x 65mm				250			
S10250WPR1100					1100			
T10300WPR250	10G x 75mm			250	316 Stainless Steel	T-27, 6-lobe		BIT27T-2-RC3
T10300WPR1100				1100				
T14300WPR250	14G x 75mm			250				
T14400WPR250	14G x 100mm			250				

These fasteners possess a level of corrosion resistance that makes them suitable for use in some exterior and corrosive environments and with some preservative-treated timber. For applications in higher-exposure applications, consider Type-300 series stainless-steel fasteners for superior corrosion resistance. Bit(s) included with every box of screws. Pre-drilling and countersink may be necessary at ends, butt joints, and on applications where denser material is used. Follow board manufacturers recommendations where applicable.