

## FEATURES

- A blind rivet is a low-cost two part fastener designed to join two or more pieces of material, whether they're the same or different materials to create a permanent joint
- Can be used where only one side of the application is accessible
- Wide range of diameters and lengths
- Creates an airtight/watertight seal (correct hole size is critical)
- Used for multiple applications
- Easy to install

## RS PRO DOME HEAD SEALED BLIND RIVET – ALUM/STEEL

RS Stock No.: 2065364, 2065365, 2065366, 2065367, 2065369, 2065370, 2065371, 2065372, 2065373, 2065375, 2065376, 2065377, 2065378



## Family Name

RS Professionally Approved Products bring to you professional quality parts across all product categories. Our product range has been tested by engineers and provides a comparable quality to the leading brands without paying a premium price.

### Product Description

A blind rivet is a low-cost permanent fastener designed to join two or more pieces of material, whether they're the same or different materials and where only one side is accessible.

A blind rivet consists of two parts: -

- the rivet body, also referred to as the body or shank
- and within it, the setting device, the mandrel or stem

The materials for each part can be made of different materials to give a variety of combinations.

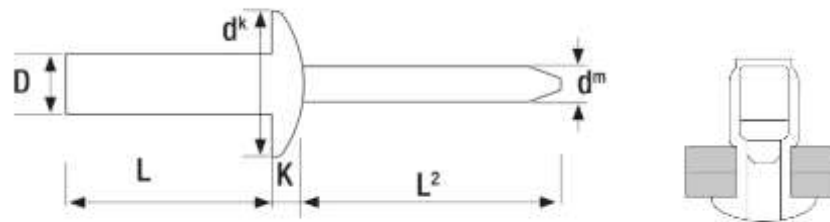
The dome head is the most common and multifunctional style. The blind rivet can be used in a conventional way of fixing or in multiple materials.

Provide 100% mandrel tension and eliminate any leakage of liquids or gases. This style of rivet is best suited where a moisture or pressure tight seal is required. Used in white goods, electrical enclosures, indoor and outdoor electronic signs, automotive, aerospace, rail and HVAC. (\*Incorrect hole preparation will result in failure of sealing properties).

### General Specifications

BODY: Aluminium (AlMg5) MANDREL: Steel Zinc&Cr Tri3

Nominal Diameter mm (D)	Article Number	Body Length mm (L)	Grip Range Min mm	Grip Range Max mm	Hole Size mm	Flange Diameter mm (d)	Flange Thickness mm (K)	Nom. Mandrel Diameter mm (d <sup>m</sup> )	Min Mandrel Length mm (L <sup>2</sup> )	Shear Strength N	Tensile Strength N	Bag Quantity
3.2	2065364	9.5	3.5	5.0	3.3	6.0	1.4	1.70	26.0	1070	1245	100
	2065365	12.5	6.5	8.0								100
4.0	2065366	8.0	1.0	3.5	4.1	8.0	1.7	2.18	27.0	1710	2240	100
	2065367	9.5	3.5	5.0								100
	2065369	12.5	6.5	8.0								100
	2065370	15.0	8.0	10.5								100
4.8	2065371	9.5	3.0	5.0	4.9	9.5	2.0	2.63	28.0	2230	3070	100
	2065372	12.5	6.0	7.5								100
	2065373	16.0	9.0	11.0								50
	2065375	18.0	11.0	13.0								50
	2065376	21.0	13.0	16.0								50
6.4	2065377	12.5	3.0	6.0	6.5	12.7	2.5	3.70	32.0	3950	5000	50
	2065378	16.0	6.0	9.0								50

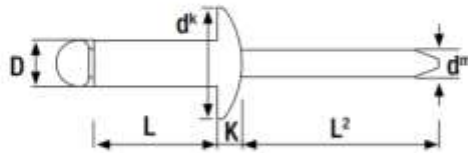


## TECHNICAL DATA

### HOW TO MEASURE A BLIND RIVET

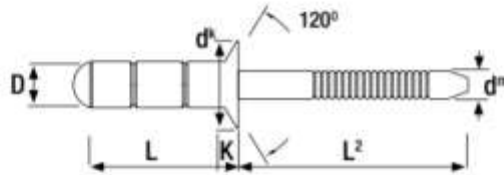
**DOME HEAD AND LARGE FLANGE HEAD** - the rivet body length (L) is always measured from under the head to the end of the body.

D = body diameter  
 L = body length  
 $d^h$  = rivet head diameter  
 K = rivet head thickness  
 $d^m$  = mandrel diameter  
 $L^2$  = minimum mandrel length

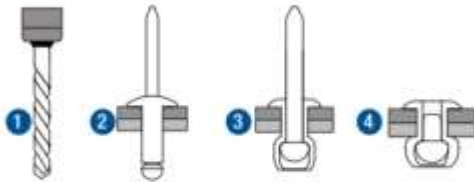


**COUNTERSUNK HEAD** - the rivet body length (L) is always measured from the top of the head to the end of the body.

D = body diameter  
 L = body length  
 $d^h$  = rivet head diameter  
 K = rivet head thickness  
 $d^m$  = mandrel diameter  
 $L^2$  = minimum mandrel length



### HOW TO INSTALL A BLIND RIVET



- 1 Firstly drill the hole.
- 2 To set a rivet, the rivet is placed into the setting tool and then into a pre-drilled hole. It is fixed by the jaws within the tool pulling the mandrel head into the rivet body, expanding the body and causing it to flare against the reverse (blind) side of the application.
- 3 As the head of the mandrel reaches the face of the blind side material, the mandrel will snap at the break point of the mandrel when it has reached its predetermined breaking force.
- 4 A tight joint is formed as the rivet body remains, gripping the material and encapsulating the head of the mandrel within.