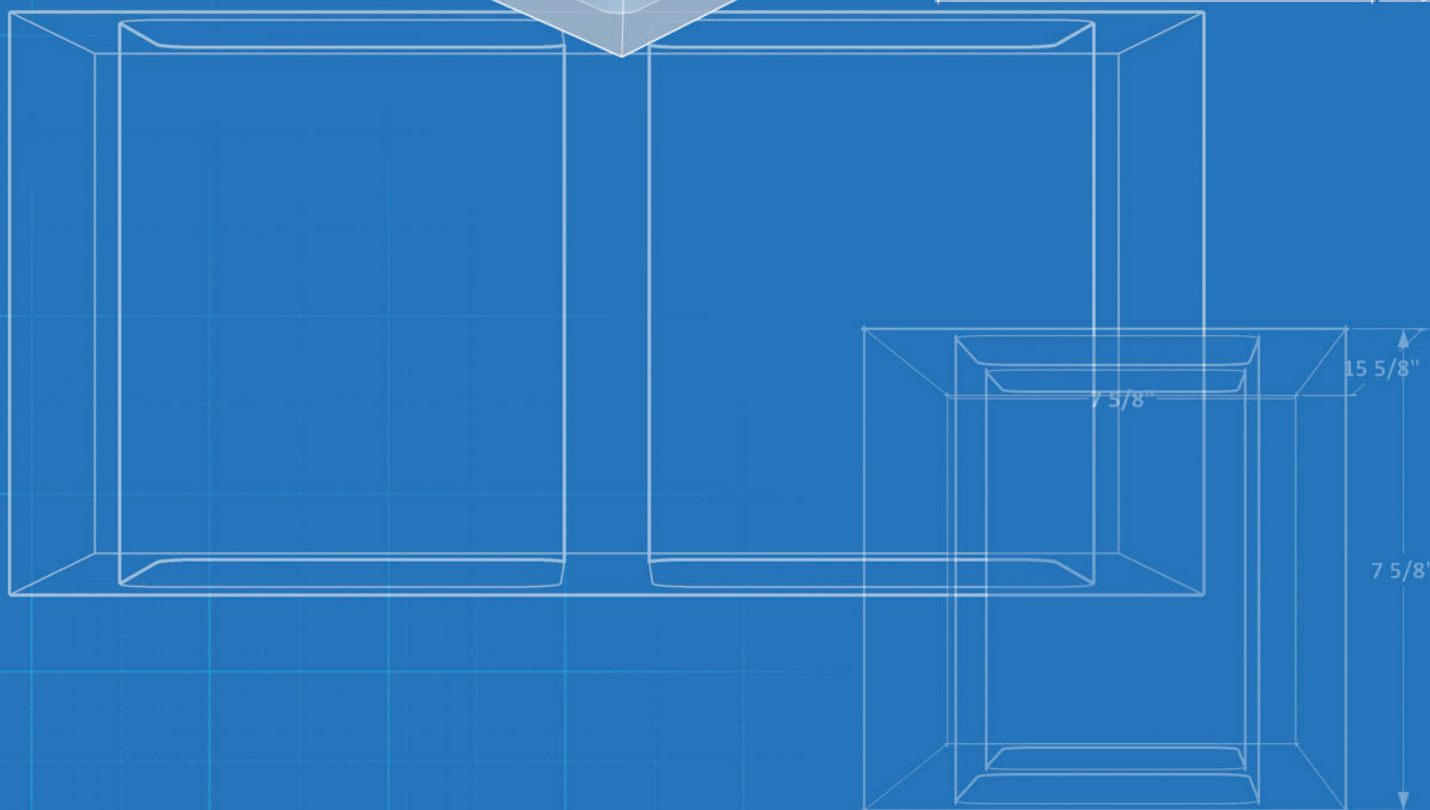
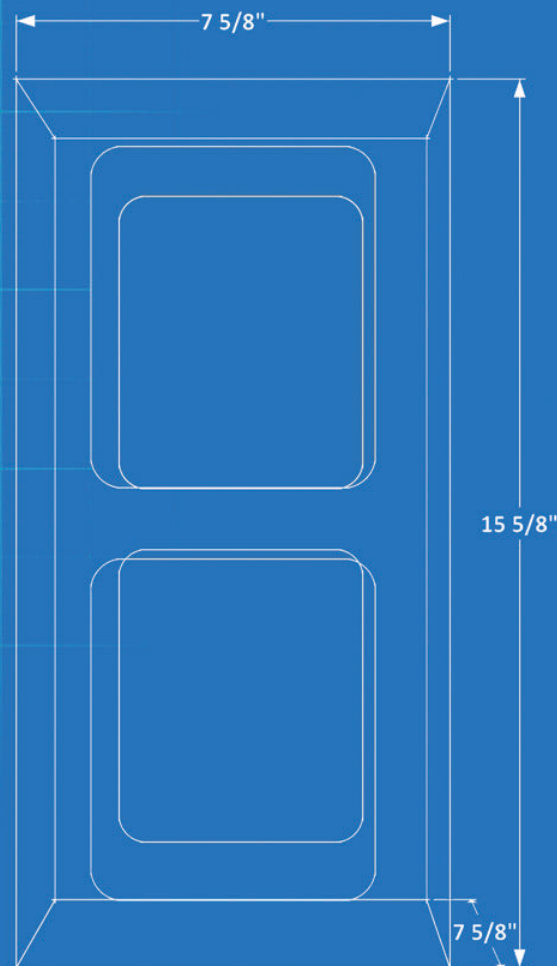
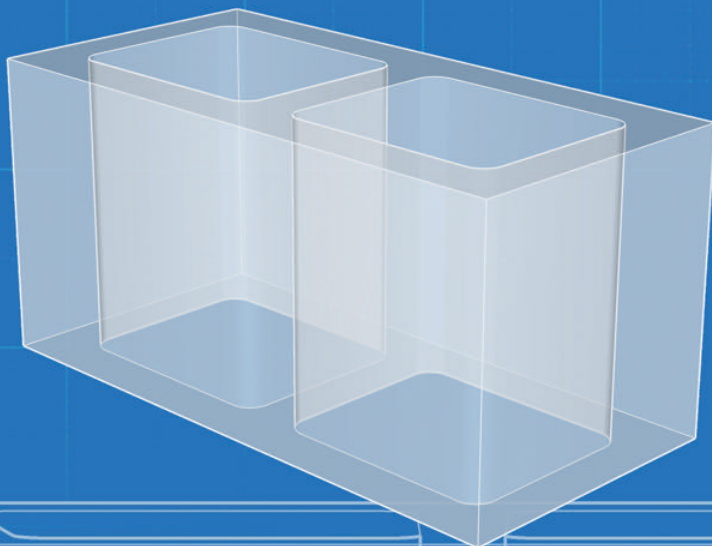




*Family Owned and Operated Since 1946*



**SIZES AND CONFIGURATIONS**

# BLOCK CONFIGURATIONS



## Interlock

Commonly referred to as "Tongue and Groove" is a CMU block with a male and female joint on both ends of the block. This block is used to replace having to install block with mortar in the head joints.



## Double Open End (DOE)

A CMU that is open on both ends of the block leaving only the middle web connecting the two faces. This allows the block to be installed by inserting each block between the vertical rebar sticks without having to go over the top. This allows the block to be installed faster to some degree.



## Bond Beam

Bond beam CMU are similar to standard masonry units, except that the webs are cut to remove the upper portion. The notch in the top of the webs creates a space into which the horizontal reinforcing is placed in a reinforced masonry wall. The vertical reinforcing extends through the cells in the bond beam unit.



## Single Score

Single Scored CMU block is formed using a mold with the desired 3/8" wide and deep score, simulating a raked joint.



## Five Score

Five vertical scores, 3/8" wide and deep, simulating a raked joint.



## Single Open End (SOE)

A CMU that is open on one end and closed on the other. This allows the block to be installed by inserting each block between the vertical reinforcing bars without having to go over the top. This allows the block to be installed faster to some degree.



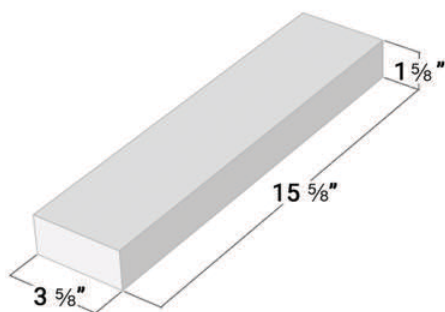
## Bullnose

A CMU Block that is manufactured with a rounded corner. The corner is roughly a 2" radius that rounds off an inch on the corners. This block is also available in a Ground Face option.

Block Size	Half Block	Solid Bottom	Bond Beam	SOE	DOE	Single Score	Five Score
4x2x16							
6x2x16							
8x2x16						•	
4x4x16 Solid							
6x4x16 Solid							
6x4x16	•					•	
8x4x16 Solid	•						
8x4x16	•					•	
10x4x16 Solid							
12x4x16 Solid							
12x4x16	•					•	
6x6x16	•		•				
8x6x18	•		•				
12x6x16	•		•				
4x8x16 Partition	•						
6x8x16 Regular	•	•	•			•	•
6x8x16 Interlock	•	•	•				
8x8x16	•	•	•	•	•	•	•
8x8x16 Interlock	•	•	•				
8x8x16 Solid	•						
10x8x16	•	•	•	•	•	•	
10x8x16 Pilasters							
12x8x16	•	•	•	•	•	•	•
12x8x12 "O" Block							
16x8x16 "O" Block			•				

Additional configurations may be available. Please contact us for more information.

# 4x2x16 Solid Cap



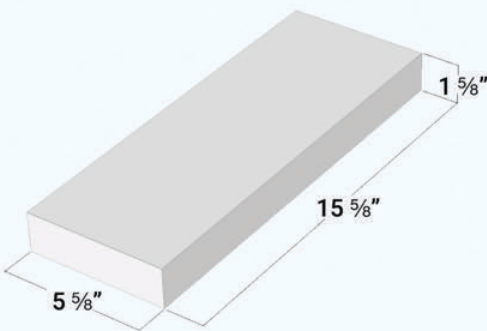
## Texture Availability

Precision, Shot Blast, Ground Face

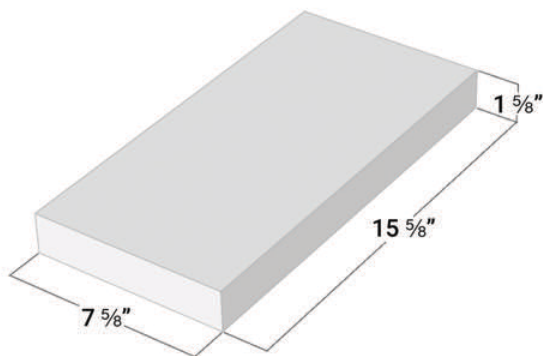
# 6x2x16 Solid Cap

## Texture Availability

Precision, Shot Blast, Ground Face



# 8x2x16 Solid Cap

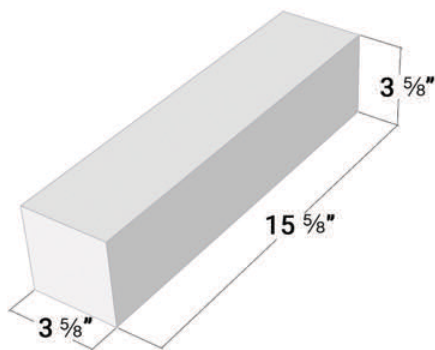


## Texture Availability

Precision, Shot Blast, Ground Face



# 4x4x16 Solid Block



### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

### Split Face Configurations

Split Face 1 Side

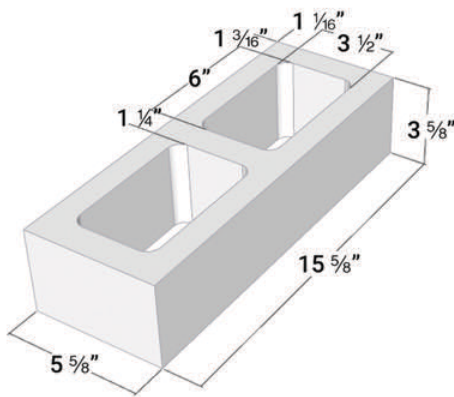
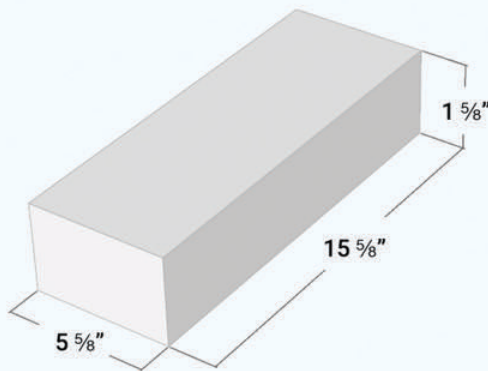
# 6x4x16 Solid Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

### Split Face Configurations

Split Face 1 Side



# 6x4x16 Standard Block

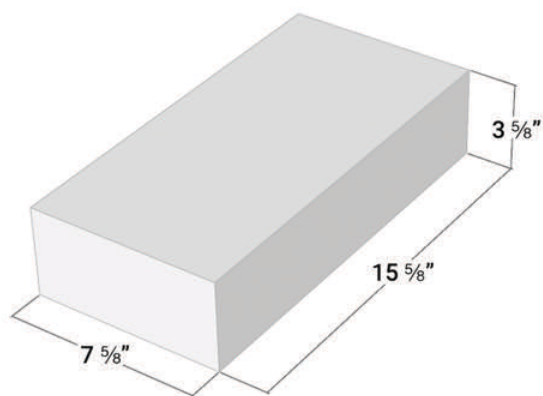
### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

### Split Face Configurations

Split Face 1 Side

## 8x4x16 Solid Block



### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

### Split Face Configurations

Split Face 1 Side

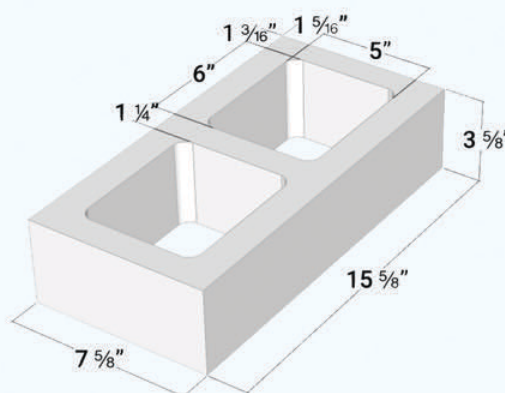
## 8x4x16 Standard Block

### Texture Availability

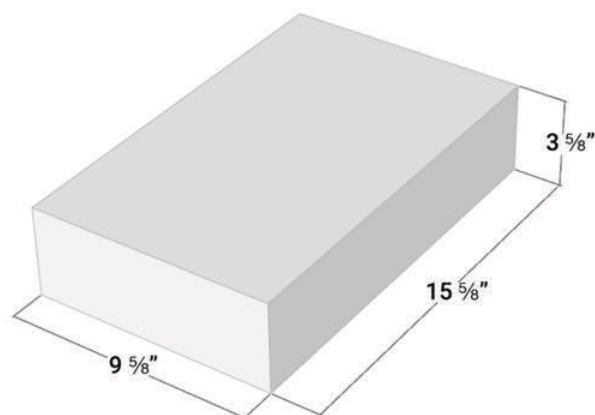
Precision, Split Face, Shot Blast, Ground Face  
Slump

### Split Face Configurations

Split Face 1 Side, Split Face 2 Side  
Split Face 1 Side 1 End



## 10x4x16 Solid Block



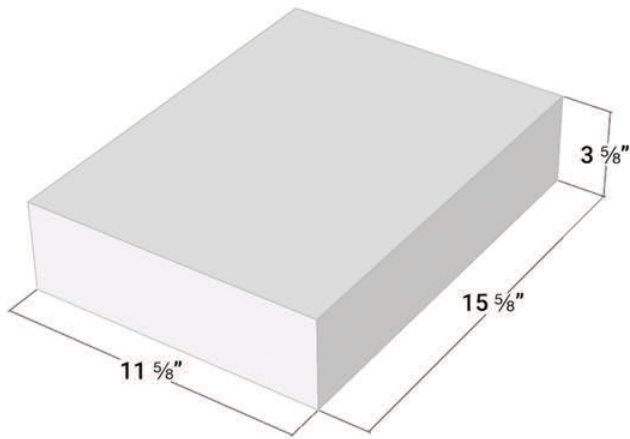
### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

### Split Face Configurations

Split Face 1 Side

## 12x4x16 Solid Block



### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

### Split Face Configurations

Split Face 1 Side

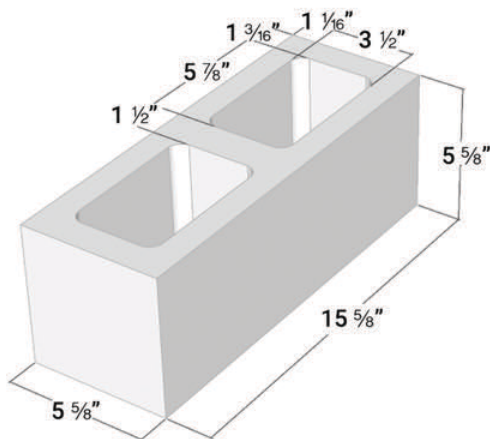
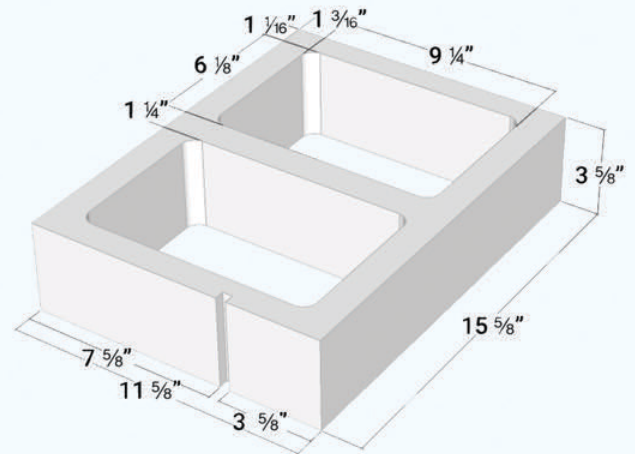
## 12x4x16 Standard Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face  
Slump

### Split Face Configurations

Split Face 1 Side, Split Face 2 Side



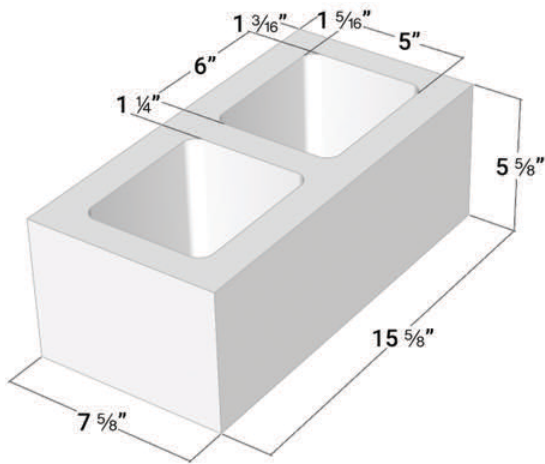
## 6x6x16 Standard Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face  
Slump

### Split Face Configurations

Split Face 1 Side, Split Face 1 Side 1 End



## 8x6x16 Standard Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face Slump

### Split Face Configurations

Split Face 1 Side, Split Face 1 Side 1 End

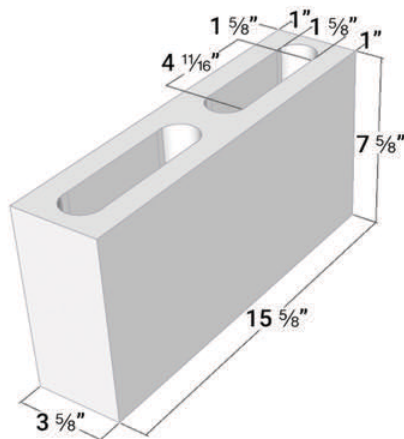
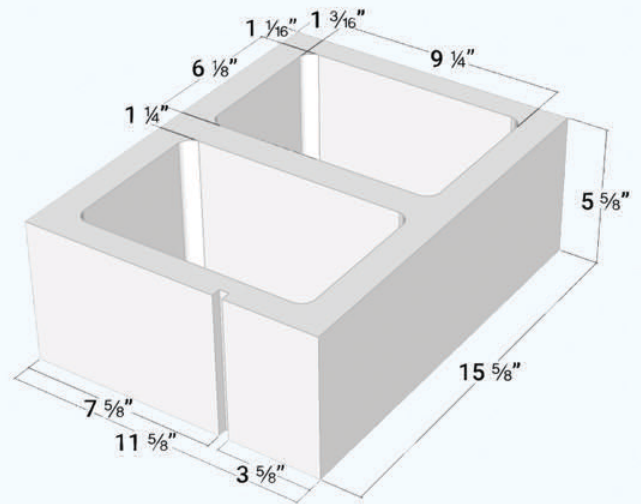
## 12x6x16 Standard Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face Slump

### Split Face Configurations

Split Face 1 Side

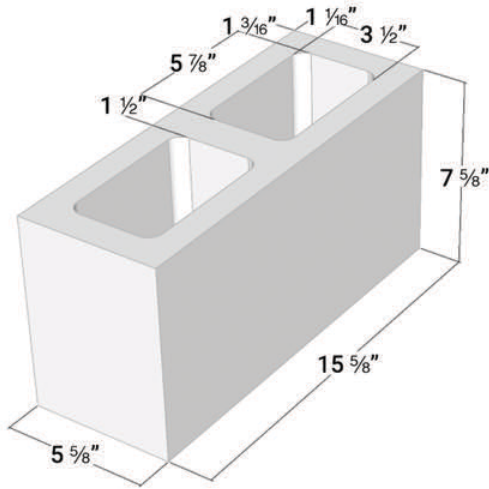


## 4x8x16 Partition Block

### Texture Availability

Precision, Shot Blast, Ground Face, Combed Face





## 6x8x16 Standard Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face  
Combed Face

### Split Face Configurations

Split Face 1 Side, Split Face 1 Side 1 End  
Split Face 2 Side, Split Face 2 Side 1 End

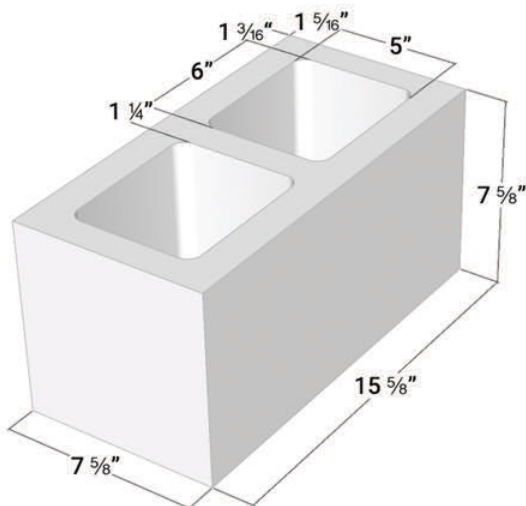
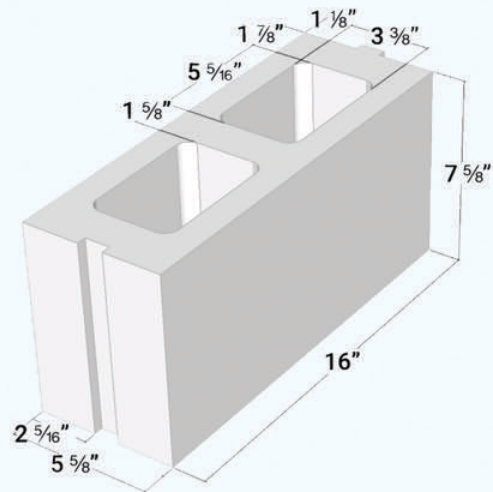
## 6x8x16 Interlock Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

### Split Face Configurations

Split Face 1 Side, Split Face 2 Side



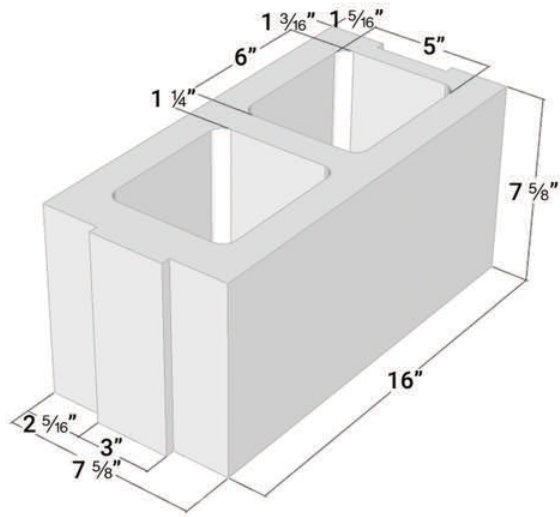
## 8x8x16 Standard Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face  
Combed Face

### Split Face Configurations

Split Face 1 Side, Split Face 1 Side 1 End  
Split Face 2 Side, Split Face 2 Side 1 End  
Split Face 1 Side 2 End



## 8x8x16 Interlock Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face

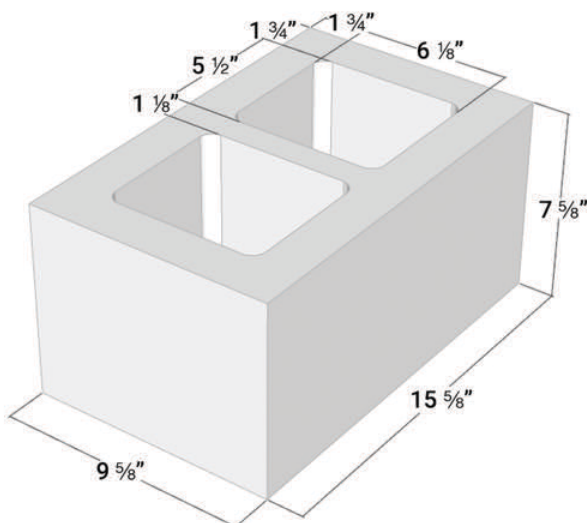
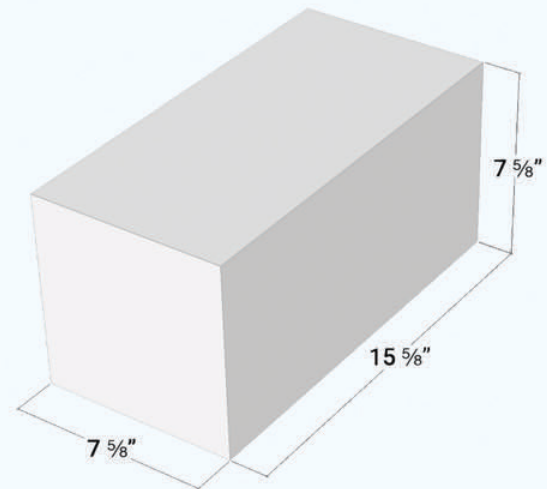
### Split Face Configurations

Split Face 1 Side

## 8x8x16 Solid Block

### Texture Availability

Precision, Shot Blast, Ground Face



## 10x8x16 Standard Block

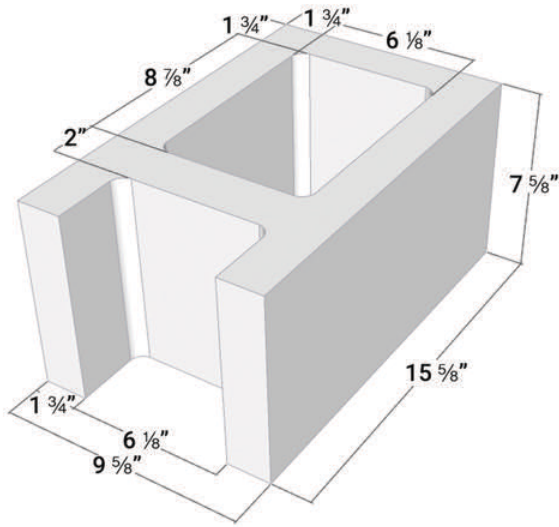
### Texture Availability

Precision, Split Face, Shot Blast, Ground Face  
Combed Face

### Split Face Configurations

Split Face 1 Side

## 10x8x16 Pilaster "A" Block



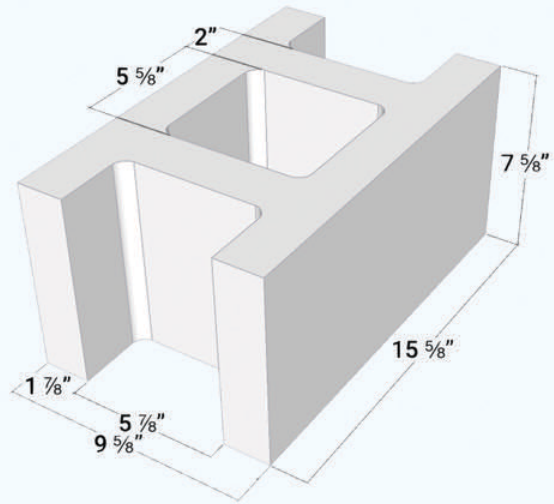
### Texture Availability

Precision, Shot Blast, Ground Face, Combed Face

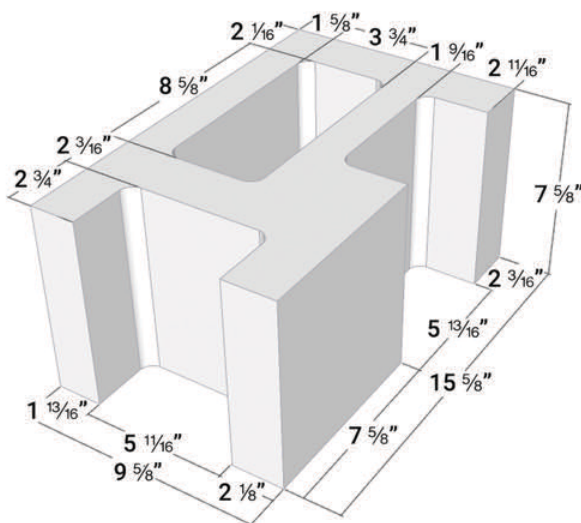
## 10x8x16 Pilaster "H" Block

### Texture Availability

Precision, Shot Blast, Ground Face, Combed Face

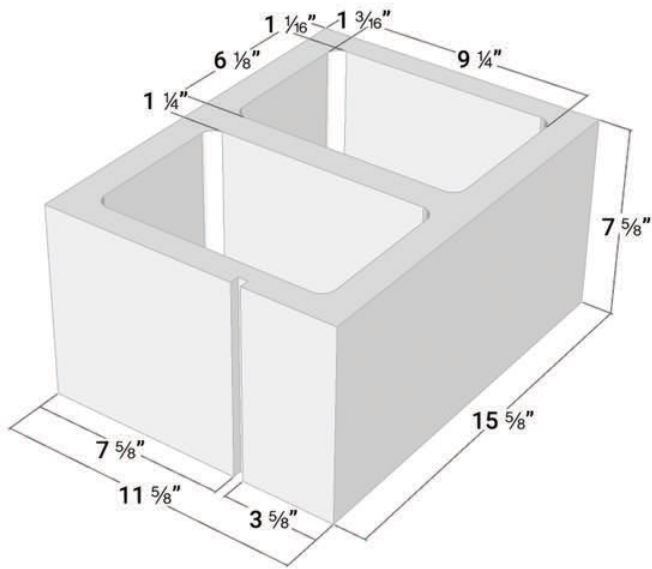


## 10x8x16 Pilaster "L" Block



### Texture Availability

Precision, Shot Blast, Ground Face, Combed Face



## 12x8x16 Standard Block

### Texture Availability

Precision, Split Face, Shot Blast, Ground Face  
Combed Face

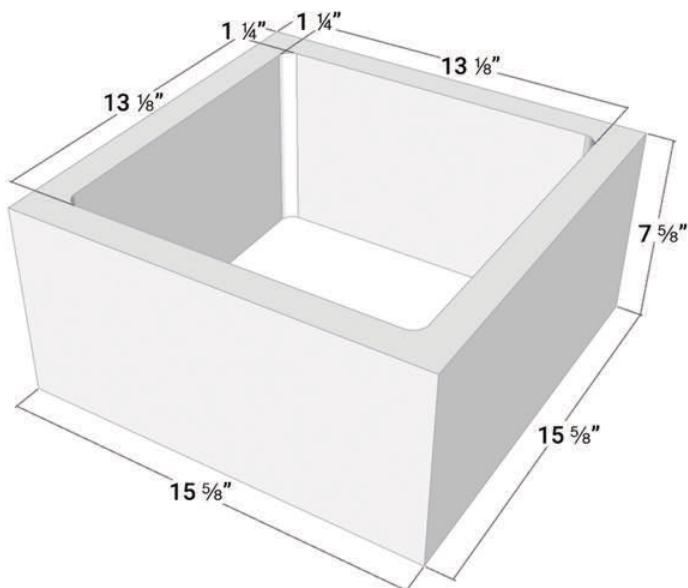
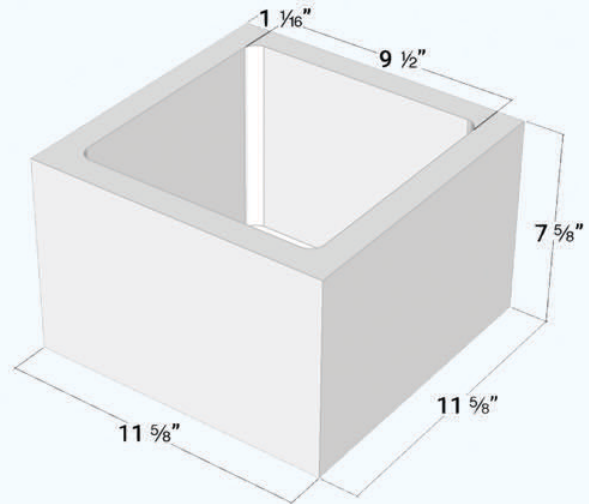
### Split Face Configurations

Split Face 1 Side, Split Face 2 Side

## 12x8x12 "O" Block

### Texture Availability

Precision, Shot Blast, Ground Face  
Slump (Available as a 12x6x12)



## 16x8x16 "O" Block

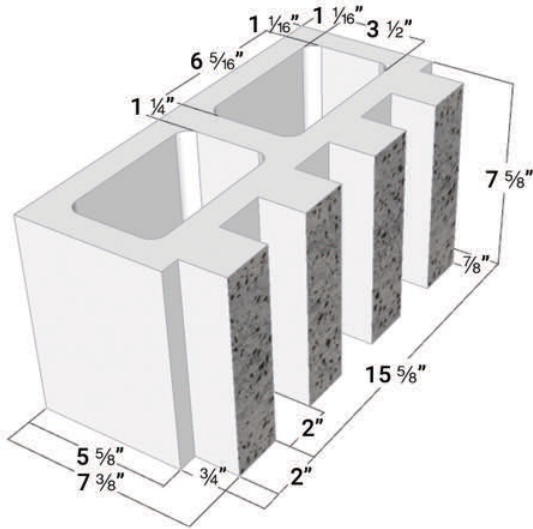
### Texture Availability

Precision, Split Face, Shot Blast, Ground Face  
Combed Face

### Split Face Configurations

Split Face 1 Side





## 6x8x16 Fluted Block

### Texture Availability

Split Face

### Split Face Configurations

Split Face 1 Side, Split Face 2 Side

Split Face 1 Side 1 End

## 8x8x16 Fluted Block

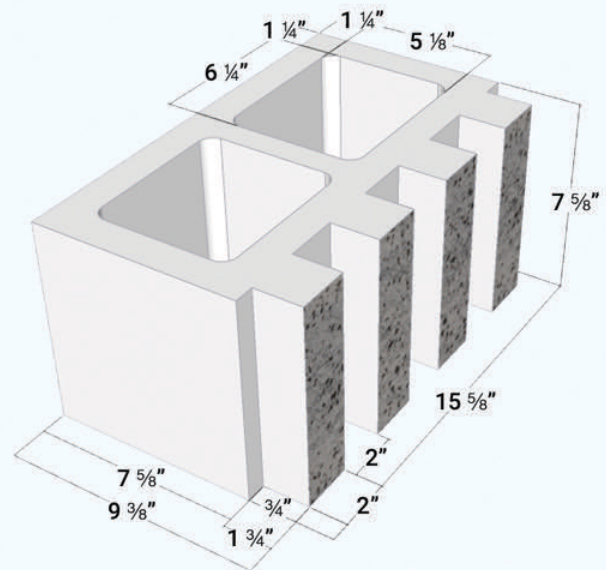
### Texture Availability

Split Face

### Split Face Configurations

Split Face 1 Side, Split Face 1 Side 1 End

Split Face 2 Side



## 12x8x16 Fluted Block

### Texture Availability

Split Face

### Split Face Configurations

Split Face 1 Side

