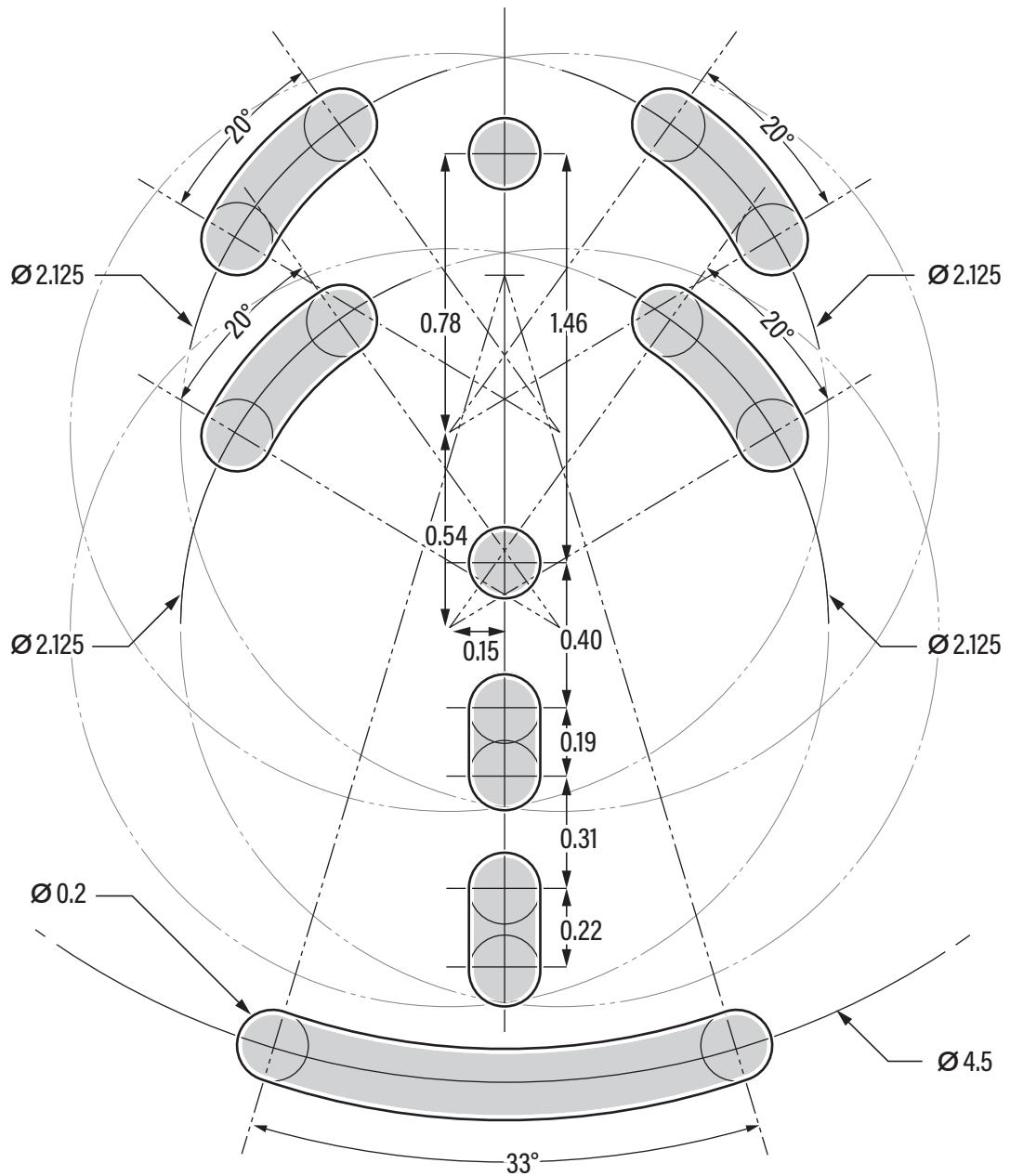


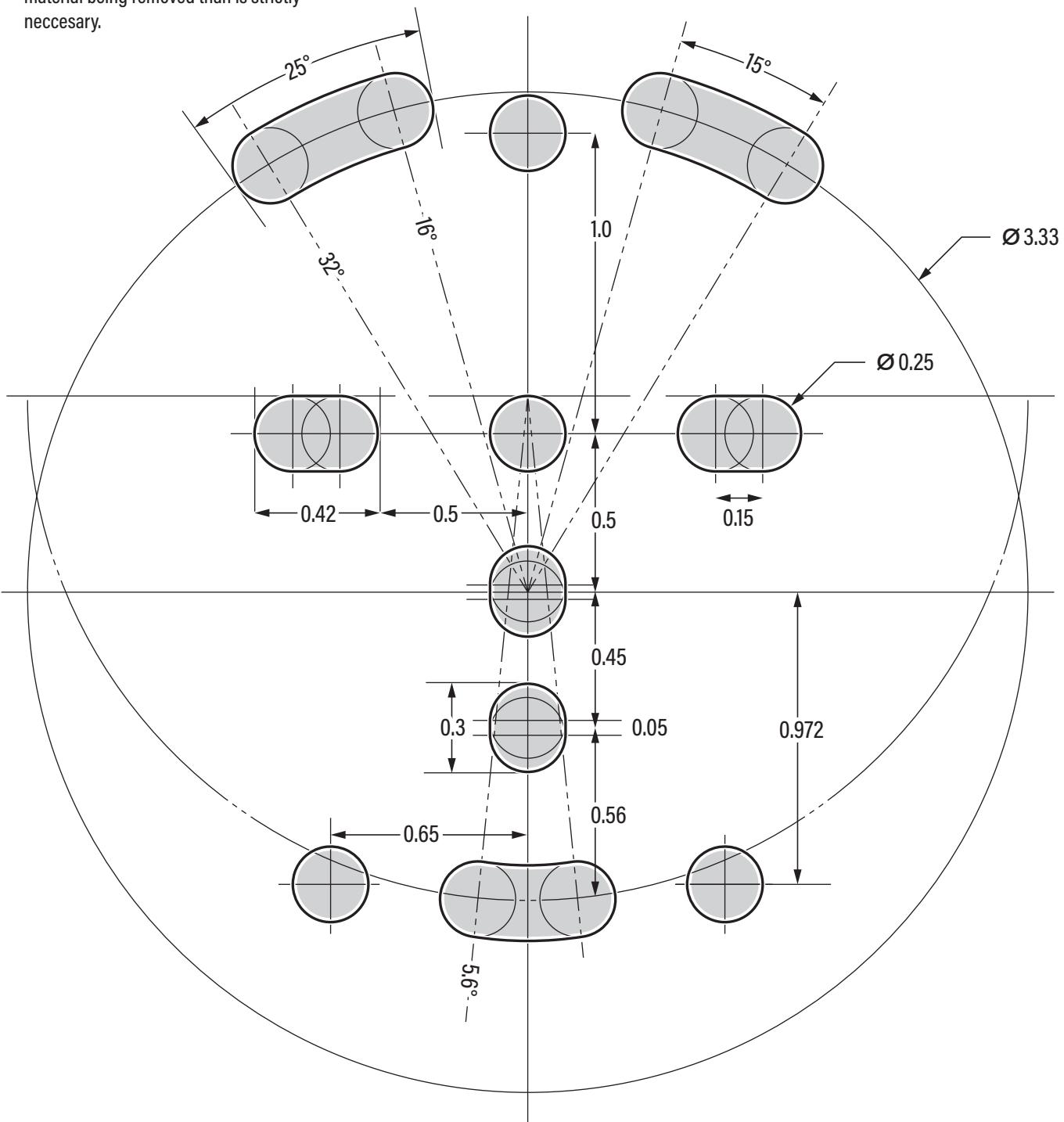
This pattern is usable in a wide variety of configurations using 0.20" holes and slots. The longer slots require a thicker/stiffer material to prevent pull-through than single holes, and are ideally used with a 0.50" screwhead.



T.REX ARMS LINK MOUNT HOLE PATTERN

| | | | |
|-----------------------------|--------------|-----------|-----------------------------|
| Approved by Isaac Botkin | Scale 2:1 | REV v4 | Date of Issue 10/16/2025 |
|-----------------------------|--------------|-----------|-----------------------------|

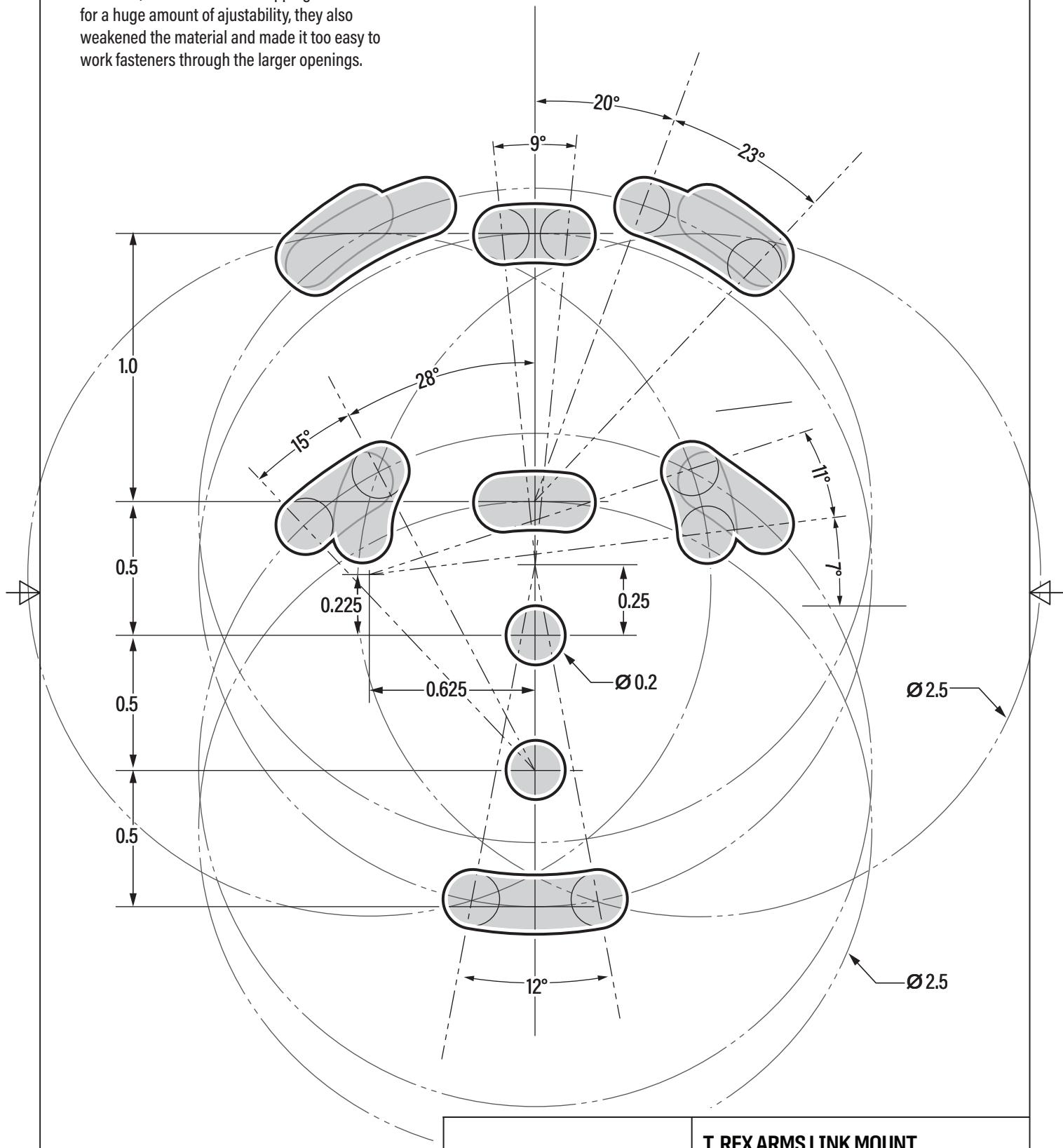
This pattern rotates multiple attachment points around two similar points... but it requires 0.25" holes to accomodate the 0.20" posts, which results in more material being removed than is strictly neccesary.



T.REX ARMS LINK MOUNT HOLE PATTERN

| | | | |
|-----------------------------|--------------|-----------|-----------------------------|
| Approved by Isaac Botkin | Scale 2:1 | REV v3 | Date of Issue 10/16/2025 |
|-----------------------------|--------------|-----------|-----------------------------|

This was the first attempt to add cant adjustment with arcs, but while the overlapping slots allowed for a huge amount of adjustability, they also weakened the material and made it too easy to work fasteners through the larger openings.



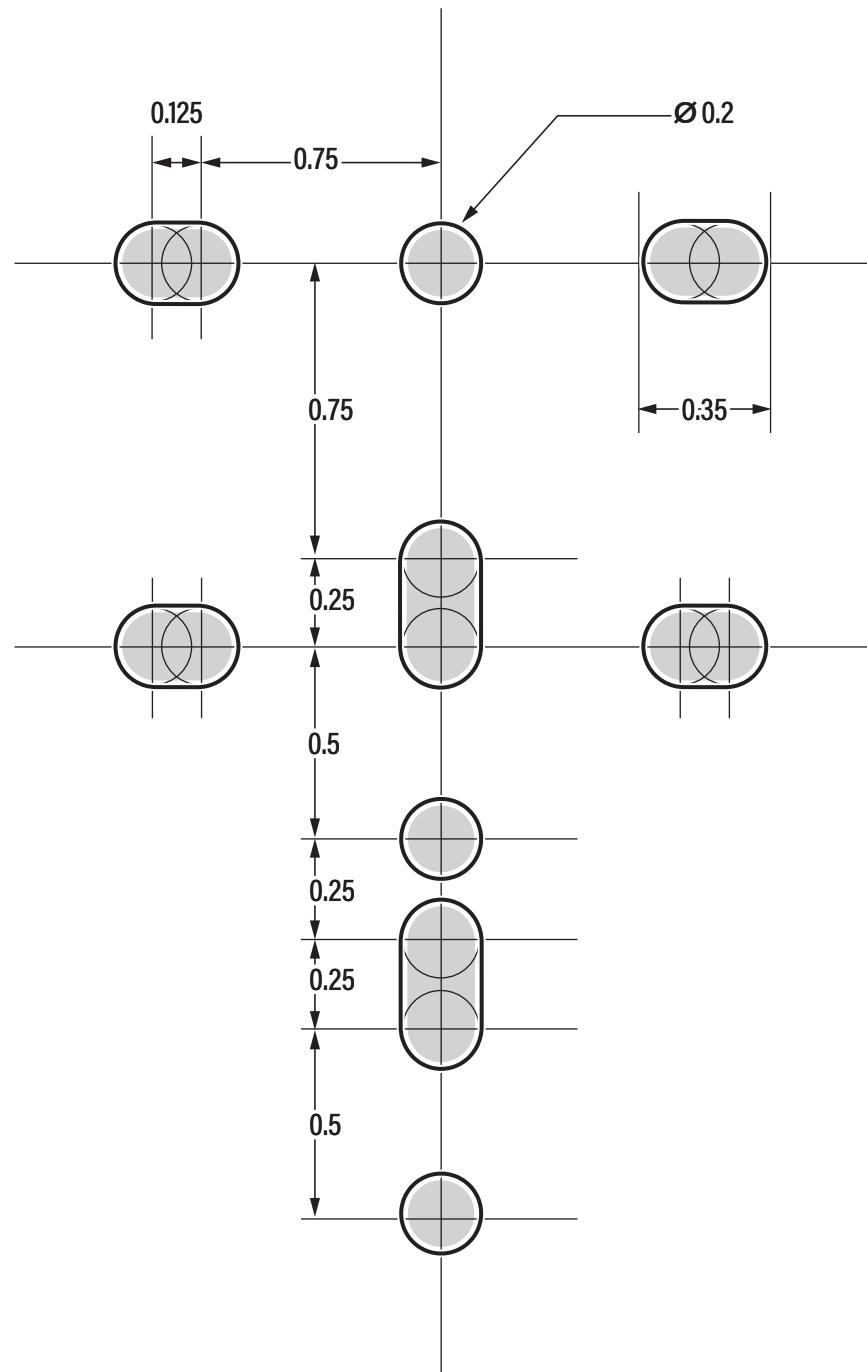
This hole pattern is not recommended.



T.REX ARMS LINK MOUNT HOLE PATTERN

| | | | |
|-----------------------------|--------------|-----------|-----------------------------|
| Approved by Isaac Botkin | Scale 2:1 | REV v2 | Date of Issue 10/16/2025 |
|-----------------------------|--------------|-----------|-----------------------------|

This design is simply an expansion of the T.Rex Arms Ragnarok pattern, with some newer attachments being supported and an inch of additional vertical height adjustment for most holsters and adapters.



T.REX ARMS LINK MOUNT HOLE PATTERN

| | | | |
|-----------------------------|--------------|-----------|-----------------------------|
| Approved by Isaac Botkin | Scale 2:1 | REV v1 | Date of Issue 10/16/2025 |
|-----------------------------|--------------|-----------|-----------------------------|