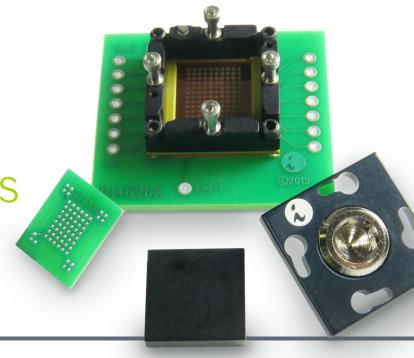


Embedded Wire Elastomer Sockets for High Speed



SG elastomer sockets allow for very high speed testing of 0.3mm to 1.27mm pitch BGA, LGA, QFN, QFP and SOIC devices on the same footprint as other Ironwood socket technologies. Embedded Wire in Elastomer (SG) contact technology consists of a fine pitch matrix (0.05mm x 0.05mm) of gold plated wires (20 micron diameter). These are embedded at a 63-degree angle in a soft insulating sheet of silicone rubber, which decreases the required contact force.

#### FEATURES AND BENEFITS

**Applications** 

Short Contact	High bandwidth applications
Gold Plated Brass Wire	Low contact resistance
Small Socket Footprint	Easy to place inductors, capacitors, resistors, etc. for tuning and increasing bandwidth. Ideal for IC prototype and system testing and field upgradeable system designs
High Resilient Elastomer	Compression cycles in thousands
Optimized Contact Force	Reliable connection without damage to device or board

#### **ELASTOMER SPECIFICATIONS**

27 to 56.8GHz Bandwidth	25-35g per pin
-35°C to +100°C	0.012 to 0.02pF Mutual Capacitance
0.06 to 0.11nH Self Inductance	Up to 2000 Insertions
0.2 to 2A per pin	Less than 30mΩ Contact Resistance

0.023 to 0.041nH Mutual Inductance

## SG-6000 series

Ps, Pi = 0.1mm

L, W = 1 mm to 50 mm

SG-8000 series

L, W = 1 mm to 50 mm

Ps, Pi = 0.1mm

t = 0.5 mm

t = 0.75 mm

BGA, QFN, etc, >=0.75mm pitch

BGA, QFN, etc, >=0.75mm pitch

## SG-7000 series

Ps, Pi = 0.05mm

L, W = 1mm to 50mm

t = 0.5 mm

BGA, QFN, etc, >=0.3mm pitch

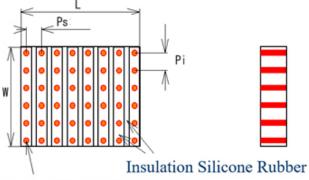
# SG-9000 series

Ps, Pi = 0.075mm

L, W = 1mm to 50mm

t = 0.5 mm

BGA, QFN, etc, >=0.4mm pitch



Inclined Gold plated brass wire

# SG-25 series

Ps, Pi = 0.05mm

L, W = 1 mm to 25 mm

t = 0.25 mm

BGA, QFN, etc, >=0.3mm pitch

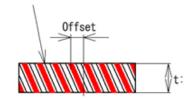
## SG-15 series

Ps, Pi = 0.05mm

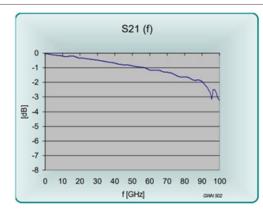
L, W = 1mm to 25mm

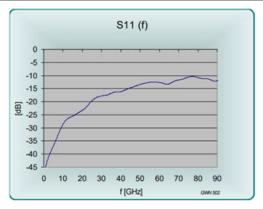
t = 0.15 mm

BGA, QFN, etc, >=0.3mm pitch



### ELECTRICAL PERFORMANCE: 0.6MM PITCH CONTACT





### MECHANICAL PERFORMANCE

## Compression force per ball requirement

