

# Ball / Land Grid Array Sockets

## Solderless Compression Type



**E-tec is now the leading BGA socket manufacturer and offers a solderless socket where board to chip contact is made without the need to solder.**

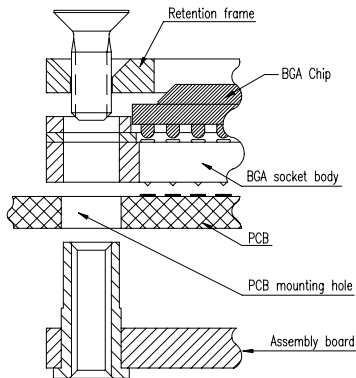
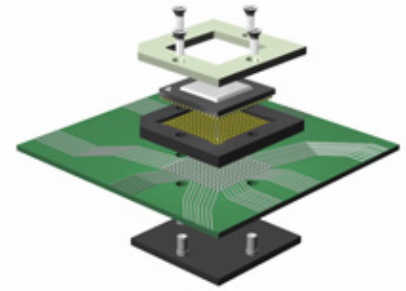
EP patents 0829188, 0897655 US patents 6190181, 6249440 Patented in other countries.

Solderless compression type sockets are available for any chip size and grid pattern.

The solderless socket is easily mounted to the PCB with 4 through hole mounting pegs. The assembly board ensures perfect coplanarity of the socket. Contact reliability is guaranteed with spring loaded gold plated contacts, which are pressed onto gold plated PCB pads. Solderless compression type sockets are generally supplied with a screw lock retention system, but knob lock, lever lock, quick lock and clam shell retention systems are also available on request. We aim to solve your requirements - many different terminals and configurations are available. Your custom sets our standards!

**Please note, we will always request the chip data to ensure we offer a compatible socket.**

**Screw Lock Type**



You may request any specific socket dimension from [info@e-tec.com](mailto:info@e-tec.com)

**Recommended PCB layout gold plated pads:**

- Ø 0,70mm/.027" if pitch 1,27mm
- Ø 0,60mm/.024" if pitch 1,00mm
- Ø 0,50mm/.020" if pitch 0,80mm
- Ø 0,45mm/.018" if pitch 0,75mm
- Ø 0,40mm/.016" if pitch 0,65mm
- Ø 0,35mm/.012" if pitch 0,50mm

**Important Note:**

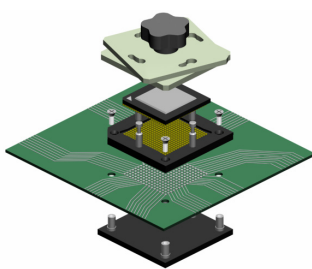
Please check the ball diameters & heights of your chip prior to ordering the standard E-tec BGA (BCP, BPP) sockets. Any deviation has to be communicated to E-tec in order to check compatibility with the standard socket design and if necessary to obtain a special order code adapted to your chip dimensions.

The standard solderball diameters & heights are the following:

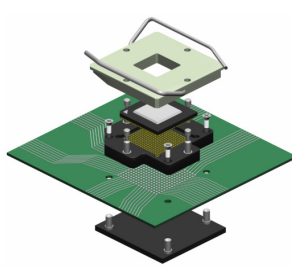
Pitch	ball diameters min/max	ball height min/max
0.50mm	0.25mm   0.35mm	0.15mm   0.30mm
0.65mm	0.25mm   0.45mm	0.15mm   0.30mm
0.75mm	0.25mm   0.45mm	0.15mm   0.40mm
0.80mm	0.40mm   0.55mm	0.25mm   0.45mm
1.00mm	0.50mm   0.70mm	0.30mm   0.50mm
<b>1.27mm &amp; 1.50mm</b>		
a) plastic chips (BPP)	0.60mm   1.00mm	0.50mm   0.70mm
b) ceramic chips (BCP)	0.60mm   1.00mm	0.80mm   1.00mm

If the minimum ball diameter of a given chip falls below the above indications, then a BUP socket will generally be proposed.

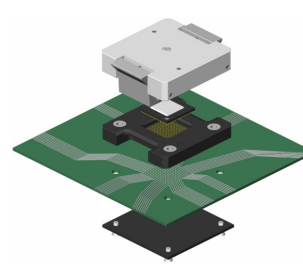
**Knob Lock Type**



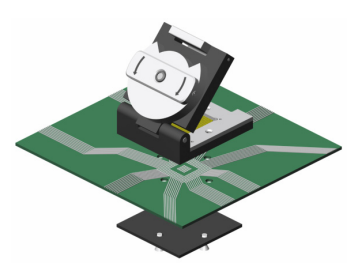
**Lever Lock Type**



**Quick Lock Type**



**Clam Shell Type**



You may request any specific socket dimension from [info@e-tec.com](mailto:info@e-tec.com)

**Specifications**

**Mechanical data**

Contact life 10.000 cycles min.  
Retention System life Twist- & Lever-Lock 1.000 cycles min.  
Knob-, Quick-Lock & Clamshell 10.000 cycles min.  
Solderability exceeds MIL-STD-202 Method 208  
Individual contact force 40 grams max.

**Material**

Insulator (RoHS compliant) High temp plastic or epoxy FR4  
Terminal (RoHS compliant) Brass  
Contact (RoHS compliant) BeCu

**Electrical data**

Contact resistance < 100 mΩ  
Current rating 500 mA max.  
Insulation resistance at 500V DC 100 MΩ if 0.50 to 0.80mm pitch  
500 MΩ 1.00mm pitch upwards  
Breakdown voltage at 60 Hz 500V min.  
Capacitance < 1 pF  
Inductance < 2 nH  
**Operating temperature** -55°C to +125°C ; 260°C for 60 sec.

**How to order**

X X P x x x x - x x 90 - x x X X 55

**Device Type**  
**B** = Ball Grid  
**L** = Land Grid  
**C** = Column Grid

**Device Material**  
**C** = std. socket for ceramic device  
**P** = std. socket for plastic device  
**U** = socket adapted to small diameter solderballs

**Pitch**  
**05** = 0,50mm  
**06** = 0,65mm  
**07** = 0,75mm  
**08** = 0,80mm  
**10** = 1,00mm  
**12** = 1,27mm  
**15** = 1,50mm  
*others on request*

**Grid Code** | **Config Code**  
*will be given by the factory after receipt of the chip datasheet*

**Plating**  
**55** = gold

**Socket Type**  
**P** = Screw Lock (standard)  
**C** = Clamshell  
**Q** = Quick Lock  
**K** = Knob Lock  
**Z** = Lever Lock

**Nbr of contacts**  
*depends on ballcount of chip*