

USB-A-D-S-B-TH

USB-A-S-F-O-TH

USB-AM-S-F-W-TH

USB-A-S-F-B-VU

USB-A, USBR-A, USB-AM SERIES

STANDARD & RUGGED USB 2.0

SPECIFICATIONS

For complete specifications and recommended PCB layouts see www.samtec.com?USB-A, www.samtec.com?USBR-A or www.samtec.com?USB-AM

Insulator Material:

High Temperature Thermoplastic

Contact Material:

Phosphor Bronze

Plating:

Gold on Contacts, Nickel on Shell, Tin on Tails

Operating Temp Range:

-50 °C to +85 °C

Voltage Rating:

30 VAC

Cycles:

1500 (max tested)

Packaging:

Packaged and shipped in Bulk Packaging Trays; Trays suitable for automation available

RoHS Compliant:

Yes

Lead-Free Solderable:

-TH & -VU=Yes (Wave Solder only)

TID Numbers (USB-A):

USB-A-D-X-X-TH (61001199)

USB-A-S-X-X-TH (61001180)

USB-A-S-X-X-SM2 (61001152)

TID Number (USB-AM):

USB-AM-S-X-X-SM (61001154)

RECOGNITIONS

For complete scope of recognitions see www.samtec.com/quality



TYPE

A

SHELL TYPE

PLATING

COLOR

TERMINATION

USB
= Standard Connector

USBR
= Increased Retention Connector (Complies with Class 1, DIV II minimum withdrawal requirement of 15N.)

-S
= Single

-D
= Double (-TH option only)

-F
= Gold Flash on Mating Area, Tin on Tails

-S
= 30 μ" (0.76 μm) Gold on Mating Area, Tin on Tails

-B
= Black (USB only)

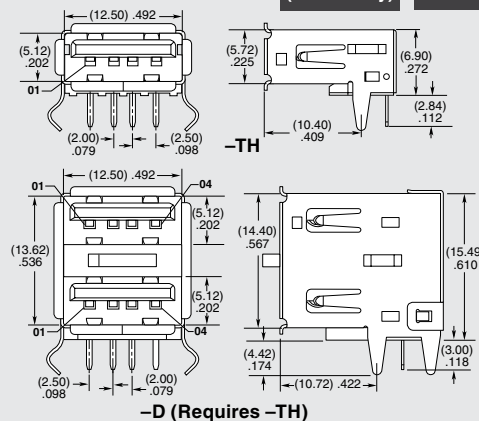
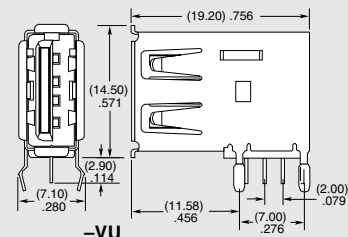
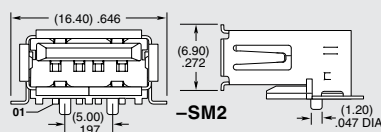
-W
= White (USB only)

-O
= Orange (USBR only)

-TH
= Through-hole

-SM2
= Surface Mount (USB only)

-VU
= Upright, Through-hole



USB

TYPE

SHELL TYPE

PLATING

COLOR

TERMINATION

-AM
= A Type (Plug)

-S
= Single

-F
= Gold Flash on Mating Area, Tin on Tails

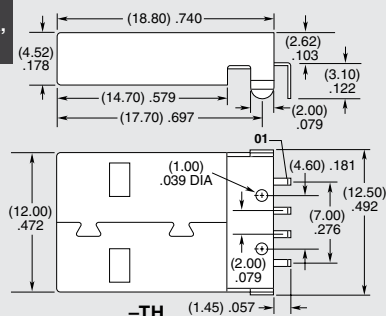
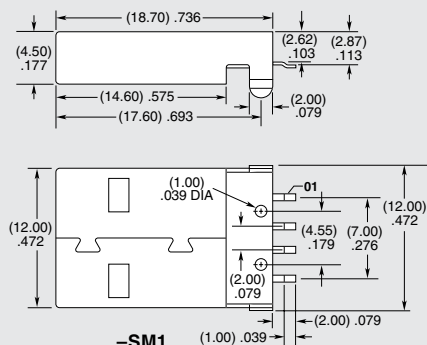
-S
= 30 μ" (0.76 μm) Gold on Mating Area, Tin on Tails

-B
= Black

-W
= White

-TH
= Through-hole

-SM1
= Surface Mount



Due to technical progress, all designs, specifications and components are subject to change without notice.

WWW.SAMTEC.COM

All parts within this catalog are built to Samtec's specifications.

Customer specific requirements must be approved by Samtec and identified in a Samtec customer-specific drawing to apply.