

## AIM PREFORMS

### FEATURES

- ▶ 0603, 0402, and 0201 Sizes Available on Tape and Reel
- ▶ Available in Multiple Leaded and Lead-Free Alloy Options
- ▶ Custom Washers, Discs, and Larger Rectangles
- ▶ High Purity IPC-006 Alloys

### DESCRIPTION

AIM Preforms provide a stable convenient method for increasing solder volume for PCB assembly. Standard solder rectangle sizes can be used with automated pick & place equipment for in-line integration. Custom AIM preforms are available in both fluxed and unfluxed formats and can be adapted to a variety of solder applications. AIM Preforms are available in both stamped and wire wrap configurations.

### APPLICATION

AIM tape and reel solder preforms can be incorporated in-line with existing pick and place equipment to increase solder volume for intrusive/pin-paste applications. AIM custom preforms can be used when solder paste or solder wire cannot be used due to accessibility or volume/placement precision capabilities. Common preform applications include header pins, thermal pads and shielding attachment applications. Flux can be applied internally or externally depending on preform configuration. Contact AIM Solder with your application requirements for specific information.

### DIMENSIONS

Please provide dimensions A, B, and C prior to ordering:



### HANDLING & STORAGE

Preforms should be stored in cool, dry conditions protected from direct sunlight or heat exposure. Preforms should be kept in original packaging until use. Unsealed containers should be stored in an inert nitrogen atmosphere or a dry box. Preforms have a 2-year shelf life under proper storage conditions (temperatures  $\leq 22^{\circ}\text{C}$  and  $\leq 55\%$  relative humidity). Consult the Safety Data Sheet for specific handling and safety procedures.

### SAFETY

Use with adequate ventilation and proper personal protective equipment. Refer to the accompanying Safety Data Sheet for any specific emergency information. Do not dispose of any hazardous materials in non-approved containers.