



U.S. Army Research, Development and Engineering Command



Prototyping Fuze Electronics With Rigid-Flex Technology



TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.

Fuze Development Center

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Picatinny Arsenal, NJ

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- INTRODUCTION
 - The Fuze Development Center
- Prototyping Methodology
 - Then and Now
 - Modern Problems with Prototyping
- Rigid-Flex Technology Up Front
 - Factors for consideration
 - Does it Pay? / A Case Study
- Design Rules for Fuzing
 - Basic Design Rules / Guidance
 - Design tips for fuzing

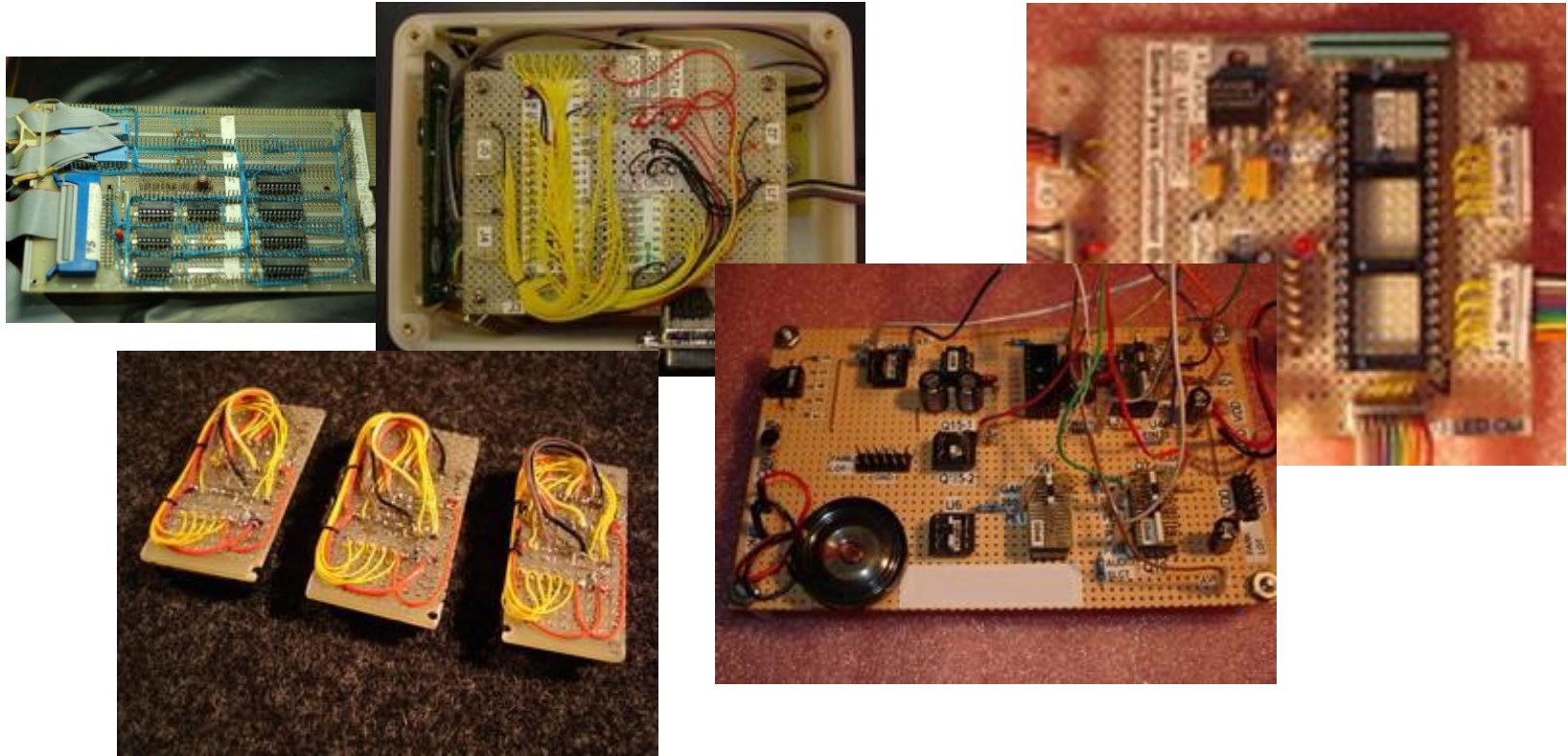


**Fuze Development Center Mission:
Accelerate New technology to the Field**

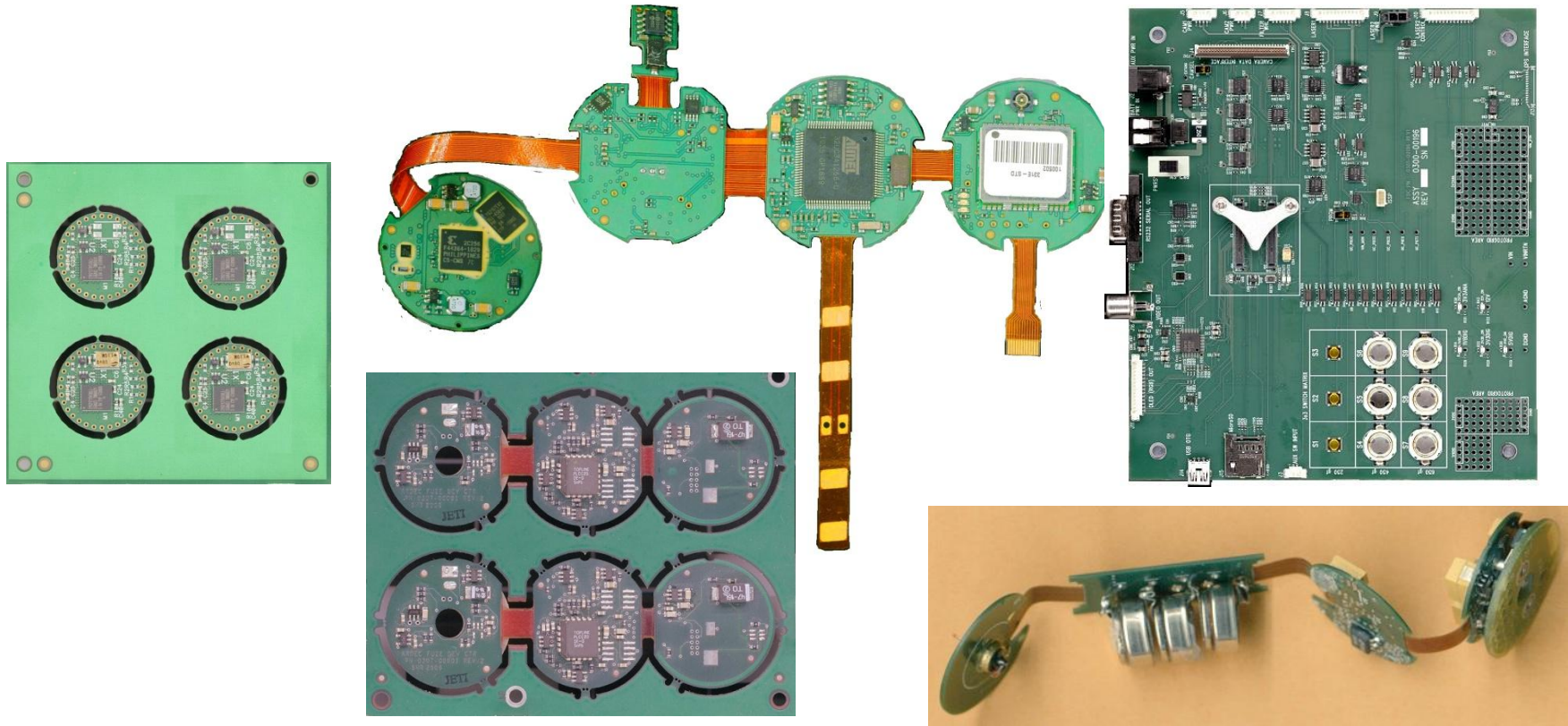


Distribution A

TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.



These Days of Prototyping Are Gone!



Modern Prototypes Look Like Products

- **What we call a prototype means different things to different people**

- Product Point of View

- I have something I can put in the field

Manufacturable

- Design Point of View

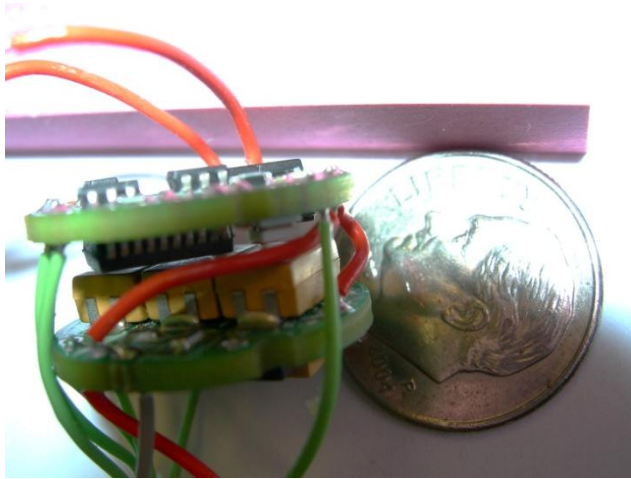
- I built something to see if or how it works

Experimental

- Factors to consider in early development
 - How many units do I need to build?
 - When does labor and / or schedule become significant?
 - Where is the assembly labor coming from?
 - If not under direct supervision good documentation is needed
 - Is reliability a factor?
 - Yes: Focus on reducing touch labor. Eliminate/minimize hand wiring
 - Is this a dead end design or a foundation for the future?
 - Dead End: Minimize cost
 - Foundation: Invest more time & \$\$ up front

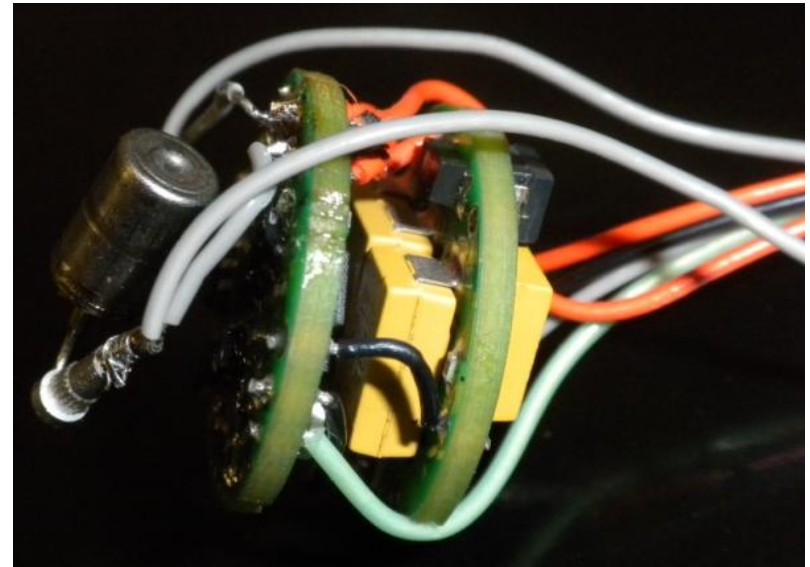
- What are the trade offs?
 - A rigid Flex design will cost about 2X to 10X its multi-layer version depending on quantities
 - NRE / Turnaround time / Minimum lot charges
 - How much labor is being saved? Cost of connectors and wiring?
 - Reliability in high-G environments
 - Minimal touch labor = better reproducibility/reliability

Hand wired assembly

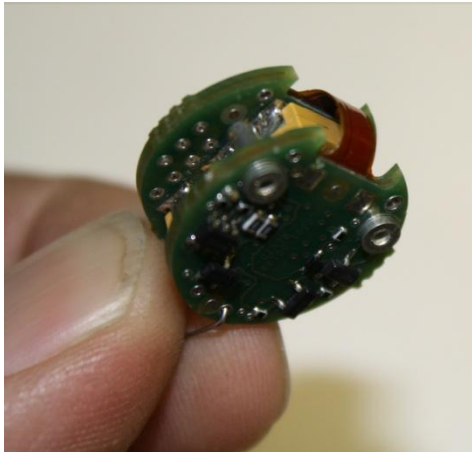


Schedule: About 8 weeks ARO –
Problems due to poor documentation
and questions about wiring

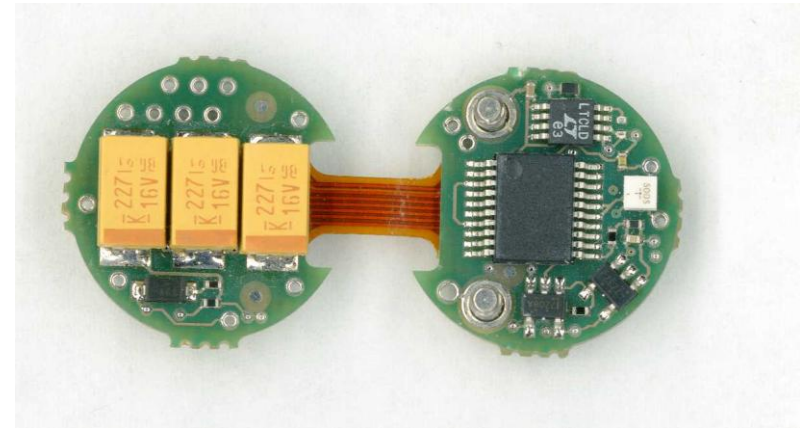
Cost: \$1,650 Assembly Labor & Profit
\$ 500 Rigid Boards
\$ 135 Components
Total \$2.55K for 5 units (\$510 Ea)



Rigid-Flex Assembly



Schedule: About 3 weeks ARO –
Includes Rigid-Flex Fab (2 weeks)



Cost: \$2,250 Assembly Labor & Profit (Overhead)

\$5,000 Rigid-Flex Boards

\$1,350 Components

Total \$8.6K for 50 units (\$172 Ea) a 65% cost reduction

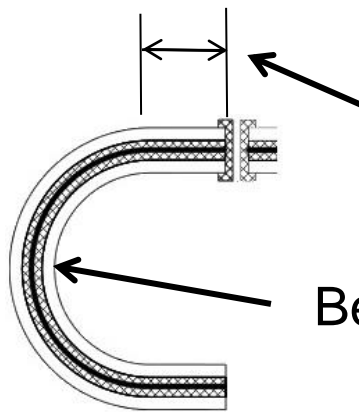
- Flexible Technologies (IPC 6013)
 - Flex (with or without stiffener)
 - Single sided – Type 1
 - Double sided – Type 2
 - Multilayer – Type 3
 - Rigid and Flex (Rigid-Flex)
 - Multilayer with rigid and flexible sections – Type 4
 - Rigid-Flex or Flex
 - 2 or more layers without plated holes – Type 5

- **Basic Design Guidance**

- Flex portions of Rigid-Flex

- Uses a cover layer in place of solder mask
- Solder pads and exposed copper should use ‘tie downs’ that extend under the cover layer
- Avoid corners 90 degrees or less to minimize stress from flexing (use fillets)
- The material can only flex in one plane in one direction at one time to avoid wrinkles.

- Guidance (continued)
 - Keep conductors 0.050" from edge.
 - Always follow the bend without changing direction
 - Allow adequate space for bending

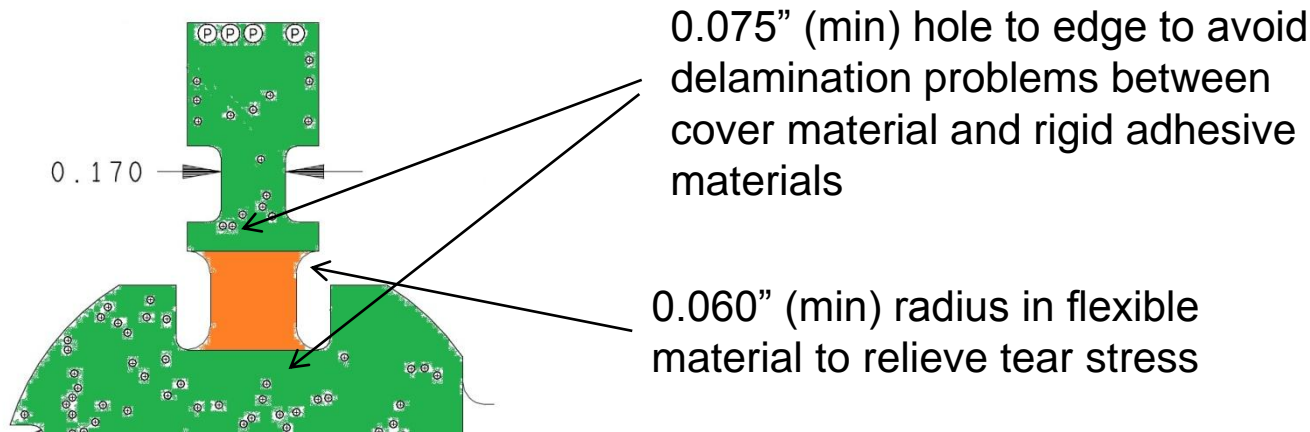


Allow 0.050" min distance
from holes to bend areas

Bend Radius = 10 x Material Thickness (in general)

Can go lower for applications that do not need
to flex (i.e. folding and potting)

- Guidance for Rigid Portions of Rigid-Flex
 - Similar rules as for rigid designs but special consideration needed for transition regions and flexible sections.



- Design Tips for Fuzing and Dense Packaging
 - **Use paper models to determine flex behavior !!!!!!!!**
 - Spend pennies vs thousands of dollars per board spin
 - Any complex geometry can be built and tested.
 - Print outlines 1:1 on paper and cut out.
 - Use 20 lb paper and packing tape to mimic flex
 - Use 110 lb or heavy paper to mimic rigid sections
 - Glue layers together to obtain thickness
 - Look for wrinkle formation, bend, stretch and fit issues that would cause failures

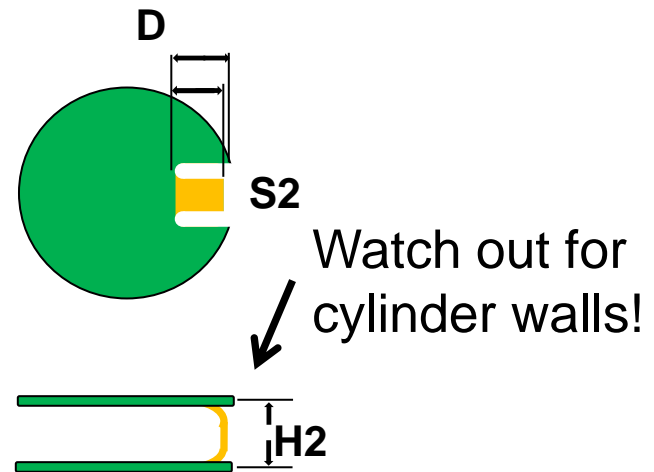
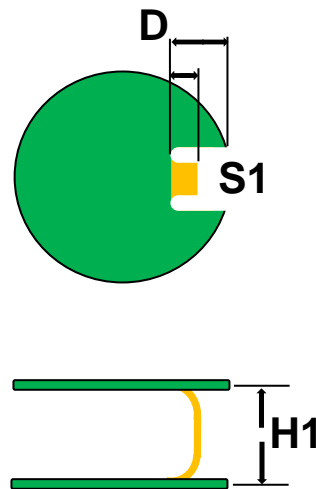
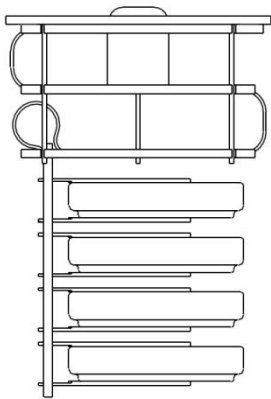
- Design Tips

- Plan your backbone for interconnecting paddles first
 - Eliminate all PCB interconnecting connectors
 - Determine # of traces and tape width up front. Add a spare
- Design in the appropriate ‘slack factor’ or margin of error
 - Bends and routing channels need space
 - Too much slack: no place to put it (wrinkles)
 - Too little slack: cannot fold without over stressing bends.
 - Trade channel depth for gap height to accommodate slack (see following slide)

• Design Tips

– Board Stacking for Variable Height

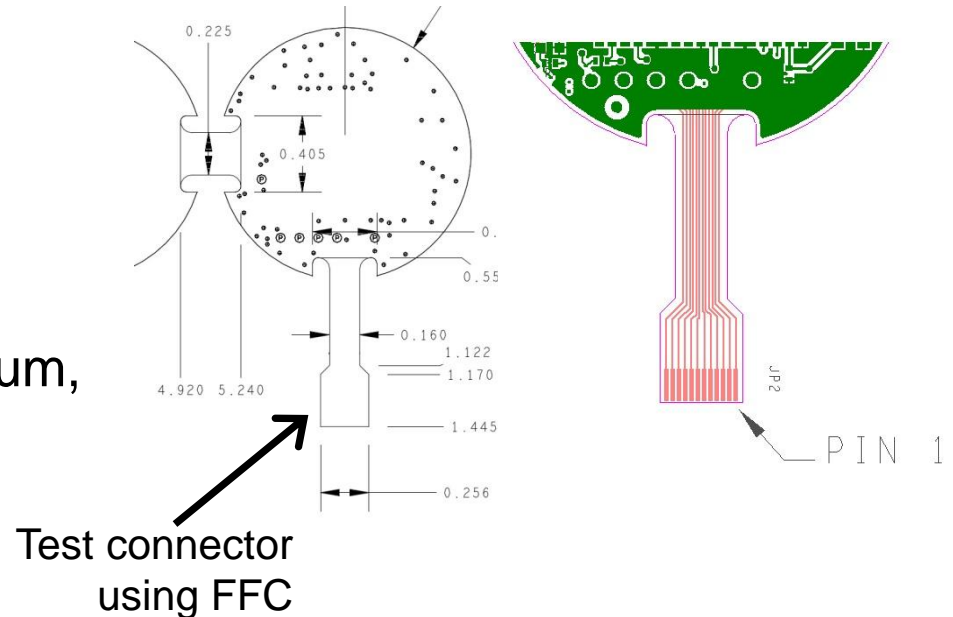
- Trade channel depth for stack height. As board gap decreases, channel slack increases
- Slack Factor : $(S2-S1)*2 = \text{Height Margin of Error}$. Use tape edge for wall clearance measurements



- Design Tips

- Free test connectors

You are already paying a premium, take full advantage of it



- Minimize Panel Waste

- Small shapes with large protrusions can cost more than large shapes with small protrusions

- Design Tips
 - Study Origami,
Be creative



Questions

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