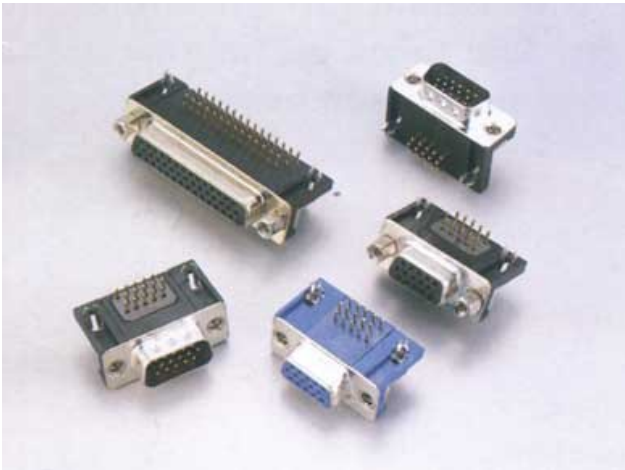


MATERIAL AND FINISHES:

- **INSULATOR:**
PBT Glass Filled
UL 94V-0
- **CONTACT:**
Brass (Male)
Brass or Phosphor Bronze (Female)
- **SHELL:**
Steel
- **PLATING:**
-Contact
1- Gold Flash (Complete)
2- Selective Gold Over Nickel Plated (Contact Area)
Tin/Lead Over Nickel Plated (Tail Area)
-Shell
Tin or Zinc over Copper Plated

ELECTRICAL CHARACTERISTICS:

- **RATING CURRENT:**
3 Amp.
- **CONTACT RESISTANCE:**
< 15 Milliohm
- **INSULATION RESISTANCE:**
> 3000 Megohm at 500V
- **DIELECTRIC VOLTAGE:**
1000V at 1 Minute
- **OPERATING TEMPERATURE:**
-55°C to +105°C

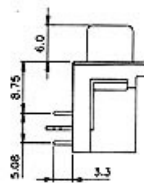
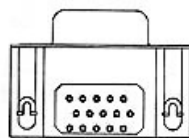
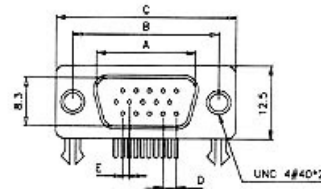
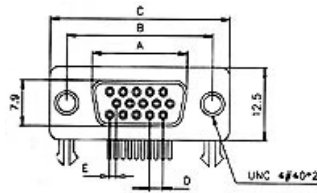


FEMALE Unit: mm

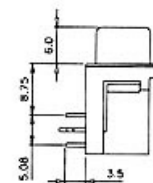
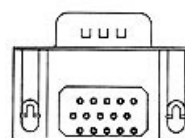
POSITION	A	B	C	D	E
15F	16.30	25.00	30.8	2.29	1.14
26F	24.60	33.30	39.2	2.29	1.14
44F	38.30	47.10	53.1	2.29	1.14
62F	54.80	63.50	69.4	2.41	1.20

MALE Unit: mm

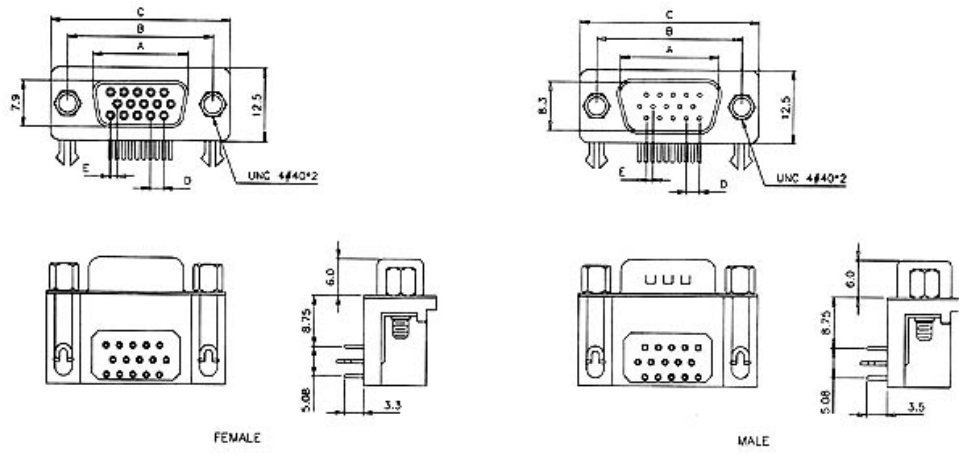
POSITION	A	B	C	D	E
15M	16.92	25.00	30.8	2.29	1.14
26M	25.25	33.30	39.2	2.29	1.14
44M	38.96	47.10	53.1	2.29	1.14
62M	55.42	63.50	69.4	2.41	1.20



FEMALE



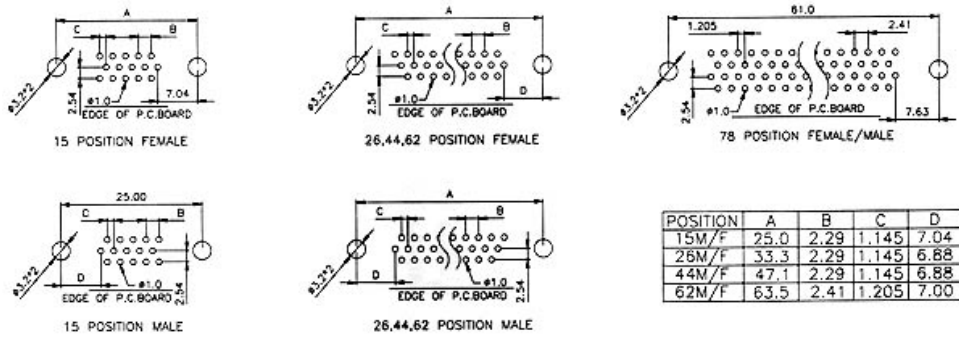
MALE



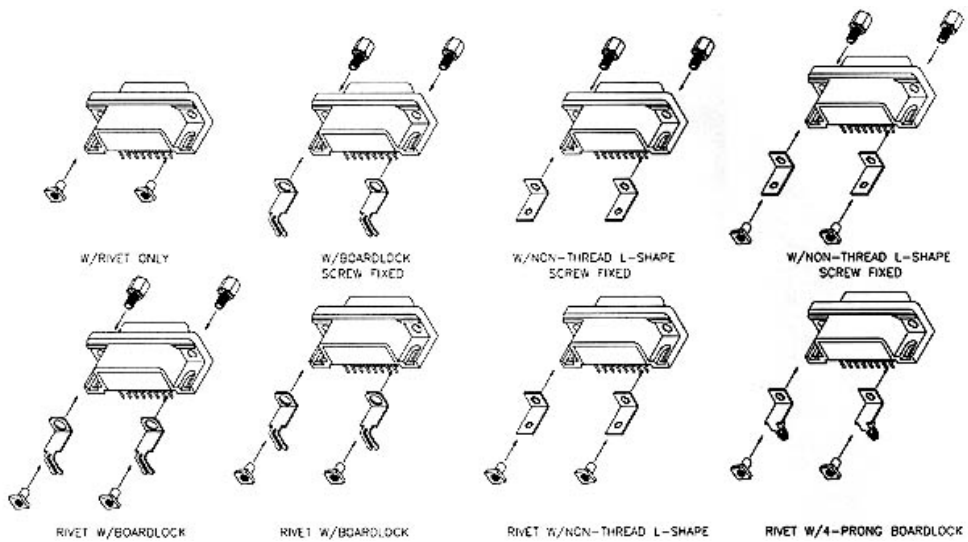
FEMALE

MALE

P.C.B. LAYOUT PATTERN:



PROCESS OPTION:



HOW TO ORDER:



1. Series

DH03B

2. Contact Number

15 26 44 62 78

3. Contact Type

M = Male
F = Female

4. Contact Plating

S = Selective Gold
G = Gold Flash
A = 5 μ " Gold
B = 10 μ " Gold
C = 15 μ " Gold
D = 30 μ " Gold

5. Shell Plating

T = Tin
N = Nickel
Z = Zinc
P = Tin + Dimple
Q = Nickel + Dimple

6. Process Option

A = Boardlock
B = Rivet w/Boardlock
C = Rivet Only
D = Non-Thread L-Shape
E = Rivet w/Non-Thread L-Shape
F = 4#40 Thread L-Shape
G = Rivet w/4#40 Thread L-Shape
T = 4-Prong Boardlock
U = Rivet w/4-Prong Boardlock

7. Parts Option

A = Rivet
B = 4#40 Thread Rivet
C = M3 Thread Rivet
D = M2.6 Thread Rivet
E = Non Thread Rivet
F = 5.8mm Front Hex Rivet
G = 6.1mm Front Round Rivet

8. Parts Dimension

A = Non Accessories
B = Loose Hex-Screws(4.8*11.8mm)
B = Fixed Hex-Screws(4.8*11.8mm)
B = Loose Hex-Screws(5.8*12.0mm)
B = Fixed Hex-Screws(5.8*12.0mm)

9. Insulator Color

2 = Blue
3 = Black