

Image: constraint of the second se	RJS-K8K8	R	Rotary Joint 2.92mm Jack To 2.92mm Jack 50 Ω					
DC-18(GHz) 1.4 ≤0.03 ≤0.6 ≤1.5° 1500 75 18-26.5(CHz) 1.6 ≤0.05 ≤1.0 ≤3° 500 50 26.5-40(GHz) 1.8 ≤0.1 ≤1.2 ≤6° 300 30 NOTE: (1) VSWR-WOW: VSWR rotational effect(WOW) is the change in VSWR that occursrotation with around its axis and is the difference between the maximum and minimum values observed in one 360° rotation. (2) Phase-WOW: Phase rotational rotational effect(WOW) is the change in Phase with rotation around its axis and is the difference between the maximum and minimum values observed in one 360° rotation. (3) Continuous rotational speed (rpm): 100 (4) Operating temp: -40°C to +165°C Plating (Micro-inch) Contact Pin Beryllium Copper Gold 4 Over Nickel-Phosphorus Alloy 80 Over Copper 20 Insulator PEI Body Stainless Steel Passivated	a11.1		1.95 470] [,	6.4 252]		•		
NOTE: (1) VSWR-WOW: VSWR rotational effect(WOW) is the change in VSWR that occursrotation with around its axis and is the difference between the maximum and minimum values observed in one 360° rotation. (2) Phase-WOW: Phase rotational rotational effect(WOW) is the change in Phase with rotation around its axis and is the difference between the maximum and minimum values observed in one 360° rotation. (3) Continuous rotational speed (rpm): 100 (4) Operating temp: -40°C to +165°C Parts Material Plating (Micro-inch) Contact Pin Beryllium Copper Gold 4 Over Nickel-Phosphorus Alloy 80 Over Copper 20 Insulator PEI Body Stainless Steel	DC~18(GHz) 1.4 18~26.5(GHz) 1.6	≤0.03	≤0.6 ≤1.0	≤1.5° ≤3°	1500 500	75 50		
Insulator PEI Body Stainless Steel Passivated					Plating	(Micro-inch)		
Body Stainless Steel Passivated	Contact Pin Berylli	ium Copper	Gold 4 Over Nickel-Phosphorus Alloy 80 Over Copper 20					
	Insulator	PEI					er 20	
Bearing Stainless Steel Passivated		Stainless Steel		Passivated				
	Body Stair	nless Steel	Passiv	ated			er 20	

This part number complies with RoHS.

Notice: JYEBAO reserves the right to make modifications deemed appropriate.