

# 6 PCB DESIGN MISTAKES THAT STOP PRODUCTION

Checklist



#### No Test Points for Key Signals



Include test points for power, ground, reset, communication buses, and critical GPIOs.



Avoid test pads on RF or high-frequency signals.



Put all test points on one side of the board, preferably the bottom.



Group and label test points clearly, with nearby ground pads.



#### Missing Part Number and Revision on the PCB



Always include part number/project name and revision label on the silkscreen.



Keep it small but visible, e.g., 'PN: 1203, Rev B'.



Ensure part numbers and revisions match BOM, Gerbers, and pick-and-place files.



#### No Fiducials for Pick-and-Place Alignment



Add at least two global fiducials, ideally on opposite corners.



Use local fiducials near QFNs, BGAs, or fine-pitch connectors.



Keep 1 mm clearance from other copper/silkscreen and avoid soldermask.



#### No Panelization or Depaneling Strategy



Plan panelization if boards are under 100x100 mm.



Add mouse-bite tabs or V-score areas while keeping components away from edges.



Consult your CM for preferred panelization templates and requirements.



#### Using Hard-to-Source or Obsolete Parts



Check availability on sites like Octopart or Findchips.



Ensure parts are available from multiple suppliers and not near end-of-life.



Avoid parts marked 'Not Recommended for New Designs'.



#### Tight Component Spacing and No Room for Rework



Leave extra space around connectors, tall components, and rework-prone parts.



Avoid mixing tall and short components too closely.



Ensure space for hands, tweezers, and soldering irons for repairs.

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### Meet your guide: John Teel



Hey there, I'm a former microchip design engineer at Texas Instruments and founder of a hardware startup that sold products in hundreds of retail stores. My chip designs are in devices from Apple, Intel, and more.

Now, my full-time focus is helping people like you bring new electronic products to life, without wasting time, money, or risking everything.

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