



## CODING TABLE

IAC VOR Z RWY 12					PRESIDENTE PRUDENTE / Presidente Prudente (SBDN)							SBDN_IAC_00C		13 SET 18	
Seq Num	Transition Identifier	Fly Over	Rec Navaid	Fix Ident	Path and Terminator	Course Angle	Turn	Upper Limit Altitude (FT)	Lower Limit Altitude (FT)	Speed Limit (KT)	Speed Limit Description	TM DST	VA (°)	Role of the Fix	Navigation Specification
10	VUNIX	N/A	PRR	VUNIX	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	N/A
20	VUNIX	N/A	N/A	PRR01*	AF	N/A	R	N/A	+3500	N/A	N/A	N/A	N/A	OTHER	N/A
30	VUNIX	N/A	PRR	ARUKU	CF	116.56° Mag 97.51° True	N/A	N/A	+3500	N/A	N/A	N/A	N/A	IF	N/A
10	EPGOK	N/A	PRR	EPGOK	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	N/A
20	EPGOK	N/A	N/A	PRR02*	AF	N/A	L	N/A	+3500	N/A	N/A	N/A	N/A	OTHER	N/A
30	EPGOK	N/A	PRR	ARUKU	CF	116.56° Mag 97.51° True	N/A	N/A	+3500	N/A	N/A	N/A	N/A	IF	N/A
10	FINAL	N/A	N/A	ARUKU	IF	N/A	N/A	N/A	+3500	N/A	N/A	N/A	N/A	IF	N/A
20	FINAL	N/A	PRR	EROXU	CF	116.59° Mag 97.47° True	N/A	N/A	R3060	N/A	N/A	6.59	N/A	FAF	N/A
30	FINAL	N/A	N/A	PRR03**	CF	117.00° Mag 97.83° True	N/A	N/A	@1462	N/A	N/A	5.41	-3.00	FTP	N/A
10	MA	N/A	PRR	N/A	CA	117.00° Mag 97.83° True	N/A	N/A	+2600	200	-	N/A	N/A	OTHER	N/A
20	MA	N/A	N/A	N/A	VI	270.00° Mag 250.78° True	R	N/A	+2600	200	-	N/A	N/A	OTHER	N/A
30	MA	N/A	PRR	VUNIX	CF	207.95° Mag 188.84° True	L	N/A	+4000	N/A	N/A	N/A	N/A	MAHF	N/A
40	MA	N/A	PRR	VUNIX	HM	27.95° Mag 8.84° True	R	N/A	+4000	N/A	N/A	N/A	N/A	MAHF	N/A

(\*) Fictitious point = intersection between DME arc and intermediate approach course.

(\*\*) Fictitious point = for coding purpose only.

Ident	Latitude / Longitude (WGS84) DD:MM:SS.SS
PRR	S 22:10:23.01W 51:25:34.86
ARUKU	S 22:08:49.09W 51:38:23.94
EROXU	S 22:09:40.73W 51:31:21.77
VUNIX	S 22:23:34.29W 51:27:47.02
PRR01*	S 22:08:38.98W 51:39:47.26
EPGOK	S 22:03:56.39W 51:38:07.51
PRR02*	S 22:08:38.84W 51:39:47.24
PRR05**	S 22:10:19.80W 51:26:01.30

COD	Meaning
+	AT OR ABOVE
-	AT OR BELOW
@	AT
R	RECOMMENDED
B	BETWEEN
=	AS ASSIGNED
SDF	STEPDOWN FIX
Y	YES
N	NO
L	LEFT
R	RIGHT
N/A	NOT APPLICABLE
LTP	LANDING THRESHOLD POINT
FTP	FICTITIOUS THRESHOLD POINT