



## CODING TABLE

IAC RNAV (GNSS) W RWY 32					FLORIANÓPOLIS / Hercílio Luz, INTL (SBFL)							SBFL_IAC_01W		11 OCT 18	
Seq Num	IAP 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 TheFix	Navigation Specification
10	APPCH	N/A	N/A	MATSA	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	RNP APCH
20	APPCH	N	N/A	FL989	TF	320.39° Mag 301.03° True	N/A	N/A	+2500	N/A	N/A	6.00	N/A	IF	RNP APCH
10	APPCH	N/A	N/A	EPKON	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	RNP APCH
20	APPCH	N	N/A	FL989	TF	230.66° Mag 211.30° True	N/A	N/A	+2500	N/A	N/A	6.01	N/A	IF	RNP APCH
10	APPCH	N/A	N/A	ANDUT	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	RNP APCH
20	APPCH	N	N/A	FL989	TF	50.52° Mag 31.16° True	N/A	N/A	+2500	N/A	N/A	6.00	N/A	IF	RNP APCH
10	FINAL	N/A	N/A	FL989	IF	N/A	N/A	N/A	+2500	N/A	N/A	N/A	N/A	IF	RNP APCH
20	FINAL	N	N/A	FL988	TF	320.58° Mag 301.25° True	N/A	N/A	R1660	N/A	N/A	5.00	N/A	FAF	RNP APCH
30	FINAL	N	N/A	FL977	TF	320.58° Mag 301.16° True	N/A	N/A	R930	N/A	N/A	2.29	-3.00	SDF	RNP APCH
40	FINAL	Y	N/A	FL984	TF	320.58° Mag 301.18° True	N/A	N/A	@65	N/A	N/A	2.98	-3.00	MAPT	RNP APCH
10	MA	N	N/A	SUDBA	CA	320.67° Mag 301.54° True	N/A	N/A	+2000	N/A	N/A	N/A	+2.5	MAHF	RNP APCH
10	MA	N	N/A	SUDBA	CF	320.67° Mag 301.74° True	N/A	N/A	+6000	N/A	N/A	N/A	N/A	MAHF	RNP APCH
20	MA	Y	N/A	SUDBA	HM	320.67° Mag 301.74° True	R	N/A	+6000	N/A	N/A	1.00 min	0.00	MAHF	RNP APCH

Ident	Latitude / Longitude (WGS84) DD:MM:SS.SS
MATSA	S 27:48:52.80W 48:16:26.40
EPKON	S 27:40:37.74W 48:18:43.34
ANDUT	S 27:50:55.66W 48:25:44.54
FL989	S 27:45:46.80W 48:22:14.40
FL988	S 27:43:10.80W 48:27:03.60
FL984	S 27:40:26.83 W 48:32:08.24
SUDBA	S 27:25:23.52W 48:59:46.12
FL977	S 27:41:59.65W 48:29:15.88
RWY32 (DISPLANCE)	S 27:40:26.83 W 48:32:08.24

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
*	FICTITIOUS POINT