



## CODING TABLE

IAC VOR Z RWY 08					BOA VISTA / Atlas Brasil Cantanhede, INTL (SBBV)							SBBV_IAC_00T		07 NOV 19	
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	APCH	N/A	N/A	ANSEB	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	N/A
20	APCH	N/A	N/A	BVI04*	AF	N/A	R	N/A	+2000	N/A	N/A	N/A	N/A	---	N/A
30	APCH	N/A	BVI	LOMOT	CF	71.53° Mag / 56.06° True	N/A	N/A	+2000	N/A	N/A	N/A	N/A	IF	N/A
10	APCH	N/A	N/A	DEXIV	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	N/A
20	APCH	N/A	N/A	BVI04*	AF	N/A	L	N/A	+2000	N/A	N/A	N/A	N/A	---	N/A
30	APCH	N/A	BVI	LOMOT	CF	71.53° Mag / 56.06° True	N/A	N/A	+2000	N/A	N/A	N/A	N/A	IF	N/A
10	FINAL	N/A	N/A	LOMOT	IF	N/A	N/A	N/A	+2000	N/A	N/A	N/A	N/A	IF	N/A
20	FINAL	N/A	BVI	ANROP	CF	71.57° Mag / 56.06° True	N/A	N/A	+1560	N/A	N/A	5.00	N/A	FAF	N/A
30	FINAL	N/A	BVI	BVI02*	CF	71.59° Mag / 56.06° True	N/A	N/A	+1020	N/A	N/A	1.77	-3.00	SDF	N/A
40	FINAL	N/A	BVI	BVI07*	CF	71.60° Mag / 56.06° True	N/A	N/A	@311	N/A	N/A	2.16	-3.00	LTP/FTP	N/A
10	MA	N/A	BVI	N/A	CA	71.61° Mag / 56.06° True	N/A	N/A	+1500	N/A	N/A	N/A	N/A	N/A	N/A
20	MA	N/A	N/A	N/A	VI	240.54° Mag / 225.00° True	L	N/A	+4000	N/A	N/A	N/A	N/A	N/A	N/A
30	MA	N/A	BVI	DEXIV	CF	290.44° Mag 275.00° True	R	N/A	+4000	N/A	N/A	N/A	N/A	MAHF	N/A
40	MA	N/A	N/A	DEXIV	HM	110.40° Mag 095.00° True	L	N/A	+4000	N/A	N/A	N/A	N/A	MAHF	N/A

\* Fictitious point = for coding purpose only.

Ident	Latitude / Longitude (WGS84) DD:MM:SS.SS
BVI	N 02:51:07.57W 60:41:12.81
LOMOT	N 02:45:30.94W 60:49:30.29
ANROP	N 02:48:19.26W 60:45:21.56
BVI02	N 02:49:18.87W 60:43:53.47
DEXIV	N 02:52:10.65W 60:53:09.67
ANSEB	N 02:39:36.09W 60:44:44.62
BVI04	N 02:44:23.60W 60:51:09.77
BVI07	N 02:50:31.69W 60:42:05.83

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