



## CODING TABLE

IAC VOR Y RWY 26					BOA VISTA / Atlas Brasil Cantanhede, INTL (SBBV)							SBBV_IAC_00U		18 JUL 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	N/A	NENEN	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	N/A
20	APCH	N	N/A	*BVI05	AF	N/A	R	N/A	+2100	N/A	N/A	N/A	N/A	OTHER	N/A
30	APCH	N	BVI	SEKBO	CF	269.42° Mag / 253.76° True	N/A	N/A	+2100	N/A	N/A	N/A	N/A	IF	N/A
10	APCH	N	N/A	POSDA	IF	N/A	N/A	N/A	+4000	N/A	N/A	N/A	N/A	IAF	N/A
20	APCH	N	N/A	*BVI05	AF	N/A	L	N/A	+2100	N/A	N/A	N/A	N/A	OTHER	N/A
30	APCH	N	BVI	SEKBO	CF	269.42° Mag / 253.76° True	N/A	N/A	+2100	N/A	N/A	N/A	N/A	IF	N/A
10	FINAL	N	N/A	SEKBO	IF	N/A	N/A	N/A	+2100	N/A	N/A	N/A	N/A	IF	N/A
20	FINAL	N	BVI	UGRON	CF	269.40° Mag / 253.76° True	N/A	N/A	+1780	N/A	N/A	5.00	N/A	FAF	N/A
30	FINAL	N	BVI	*BVI03	CF	269.36° Mag / 253.76° True	N/A	N/A	+1020	N/A	N/A	2.41	-3.00	SDF	N/A
40	FINAL	Y	BVI	BVI	CF	269.34° Mag / 253.76° True	N/A	N/A	+313	N/A	N/A	2.59	-3.00	MAPT	N/A
10	MA	N	N/A	BVI	IF	N/A	N/A	N/A	+810	N/A	N/A	N/A	N/A	MAPT	N/A
20	MA	N	BVI	N/A	CA	269.32° Mag / 253.76° True	N/A	N/A	+1500	N/A	N/A	N/A	N/A	N/A	N/A
30	MA	N	N/A	N/A	VI	089.00° Mag /	R	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
40	MA	N	BVI	NENEN	CF	50.34° Mag / 34.82° True	R	N/A	N/A	N/A	N/A	N/A	N/A	MAHF	N/A
50	MA	Y	N/A	NENEN	HM	230.34° Mag / 214.82° True	R	N/A	+4000	N/A	N/A	1.00 min	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
SEKBO	N 02:53:56.19W 60:31:37.06
UGRON	N 02:52:31.89W 60:36:24.94
BVI03	N 02:51:51.33W 60:38:43.43
NENEN	N 03:01:01.58W 60:34:21.93
*BVI05	N 02:54:29.79W 60:29:41.87
POSDA	N 02:46:28.32W 60:30:08.99

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