



CODING TABLE

IAC ILS X or LOC X RWY 10					RIO DE JANEIRO / Galeão – Antônio Carlos Jobim, INTL (SBGL)							SBGL_IAC_01A		29 OCT 26	
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 (NM)	VA (°)	Role of the Fix	Navigation Specification
10	APCH	N/A	N/A	ALMOS	IF	N/A	N/A	N/A	+6400	N/A	N/A	N/A	N/A	IAF	RNAV 1 or RNP 1
20	APCH	N	N/A	GL084	TF	187.44° Mag 164.66° True	N/A	N/A	+3900	N/A	N/A	5.11	N/A	OTHER	RNAV 1 or RNP 1
30	APCH	N	N/A	GAVUG	TF	187.44° Mag 164.66° True	N/A	N/A	+3500	N/A	N/A	3.00	N/A	IF	RNAV 1 or RNP 1
10	APCH	N/A	N/A	BITOX	IF	N/A	N/A	N/A	+6400	N/A	N/A	N/A	N/A	IAF	RNAV 1 or RNP 1
20	APCH	N	N/A	GAVUG	TF	97.42° Mag 74.64° True	N/A	N/A	+3500	N/A	N/A	8.27	N/A	IF	RNAV 1 or RNP 1
10	FINAL	N/A	N/A	GAVUG	IF	N/A	N/A	N/A	+3500	N/A	N/A	N/A	N/A	IF	RNAV 1 or RNP 1
20	FINAL	N/A	ITB	GL008*	CF	97.43° Mag 74.65° True	N/A	N/A	+2800	N/A	N/A	2.00	N/A	SDF	RNAV 1 or RNP 1
30	FINAL	N/A	ITB	GL167	CF	97.43° Mag 74.65° True	N/A	N/A	R1670	N/A	N/A	3.74	N/A	FAF	RNAV 1 or RNP 1
40	FINAL	N/A	ITB	RWY10	CF	97.33° Mag 74.55° True	N/A	N/A	@76	N/A	N/A	5.00	-3.00	LTP	RNAV 1 or RNP 1
10	MA	N/A	N/A	N/A	CA	96.82° Mag 74.60° True	N/A	N/A	+2000	N/A	N/A	N/A	N/A	OTHER	RNAV 1 or RNP 1
20	MA	Y	N/A	PCX	DF	N/A	R	N/A	+7000	N/A	N/A	N/A	N/A	MAHF	RNAV 1 or RNP 1
30	MA	Y	N/A	PCX	HM	292.00° Mag 269.00° True	R	N/A	+7000	N/A	N/A	1.00 min	N/A	MAHF	RNAV 1 or RNP 1

*Fictitious point only for coding purposes.

Ident	Latitude / Longitude (WGS84) DD:MM:SS.SS
VOR/DME PCX	S 22:42:55.42W 42:51:26.72
GAVUG	S 22:50:57.98W 43:26:31.11
GL008	S 22:50:26.08W 43:24:25.84
GL167	S 22:49:26.40W 43:20:31.80
RWY10	S 22:48:06.66W 43:15:18.62
ALMOS	S 22:43:06.90W 43:28:49.92
GL084	S 22:48:03.80W 43:27:22.65
BITOX	S 22:53:09.60W 43:35:09.00

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