



CODING TABLE

IAC RNP RWY 12					MONTES CLAROS / Mário Ribeiro (SBMK)							SBMK_IAC_00E		12 AUG 21	
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	MK001	IF	N/A	N/A	N/A	+6000	N/A	N/A	N/A	N/A	IAF	RNP APCH
20	APCH	N	N/A	MK004	TF	189.86° Mag / 166.85° True	N/A	N/A	+4500	N/A	N/A	5.99	N/A	IF	RNP APCH
10	APCH	N/A	N/A	MK014	IF	N/A	N/A	N/A	+6000	N/A	N/A	N/A	N/A	IAF	RNP APCH
20	APCH	N	N/A	MK004	TF	49.81° Mag / 26.80° True	N/A	N/A	+4500	N/A	N/A	6.00	N/A	IF	RNP APCH
10	APCH	N/A	N/A	MK013	IF	N/A	N/A	N/A	+6000	N/A	N/A	N/A	N/A	IAF	RNP APCH
20	APCH	N	N/A	MK004	TF	119.87° Mag / 96.88° True	N/A	N/A	+4500	N/A	N/A	5.00	N/A	IF	RNP APCH
10	FINAL	N/A	N/A	MK004	IF	N/A	N/A	N/A	+4500	N/A	N/A	N/A	N/A	IF	RNP APCH
20	FINAL	N	N/A	MK022	TF	120.00° Mag / 96.99° True	N/A	N/A	R4140	N/A	N/A	3.93	N/A	FAF	RNP APCH
30	FINAL	N	N/A	MK006*	TF	120.00° Mag / 96.97° True	N/A	N/A	R3800	N/A	N/A	1.07	-3.00	SDF	RNP APCH
40	FINAL	N	N/A	MK017*	TF	119.92° Mag / 96.88° True	N/A	N/A	R3200	N/A	N/A	1.89	-3.00	SDF	RNP APCH
50	FINAL	Y	N/A	RWY12	TF	119.92° Mag / 96.87° True	N/A	N/A	@2206	N/A	N/A	3.10	-3.00	LTP	RNP APCH
10	MA	Y	N/A	MK008	TF	119.90° Mag / 96.84° True	N/A	N/A	+7000	N/A	N/A	16.14	N/A	OTHER	RNP APCH
20	MA	Y	N/A	MK008	HM	299.57° Mag / 276.44° True	L	N/A	+7000	N/A	N/A	N/A	N/A	OTHER	RNP APCH

(*) Fictitious point only for coding purpose

Ident	Latitude / Longitude (WGS84) DD:MM:SS.SS
MK004	S 16:41:08.40W 44:00:04.20
MK022	S 16:41:37.20W 43:56:00.20
MK006*	S 16:41:45.00W 43:54:54.00
MK017*	S 16:41:58.67W 43:52:56.40
MK008	S 16:44:16.20W 43:33:01.80
MK001	S 16:35:16.80W 44:01:29.40
MK014	S 16:46:31.20W 44:02:53.40
MK013	S 16:40:32.40W 44:05:14.40

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