Raspberry Pi Pinout

3v3 Power	1	2	5v Power
BCM 2 (SDA)	3	4	5v Power
BCM 3 (SCL)	5	6	**Ground**
BCM 4 (GPCLK0)	7	8	BCM 14 (TXD)
Ground	**9**	10	BCM 15 (RXD)
BCM 17	11	12	BCM 18 (PWM0)
BCM 27	13	**14**	**Ground**
BCM 22	15	16	BCM 23
3v3 Power	17	18	BCM 24
BCM 10 (MOSI)	19	**20**	**Ground**
BCM 9 (MISO)	21	22	BCM 25
BCM 11 (SCLK)	23	24	BCM 8 (CE0)
Ground	**25**	26	BCM 7 (CE1)
BCM 0 (ID_SD)	27	28	BCM 1 (ID_SC)
BCM 5	29	**30**	**Ground**
BCM 6	31	32	BCM 12 (PWM0)
BCM 13 (PWM1)	33	**34**	**Ground**
BCM 19 (MISO)	35	36	BCM 16
BCM 26	37	38	BCM 20 (MOSI)
Ground	**39**	40	BCM 21 (SCLK)

Legend

Orientate your Pi with the GPIO on the right and the HDMI port on the left.

GPIO (General Purpose IO)
SPI (Serial Peripheral Interface)
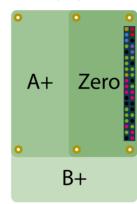I^{2}C (Inter-integrated Circuit)
UART (Universal Asyncronous Receiver/Transmitter)
Ground
5v (Power)
3.3v (Power)

5v Power   SDIO   JTAG   3v3 Power   UART   DPI   PCM
1-WIRE   WiringPi   GPCLK   Ground   I2C   SPI

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Ground

The Ground pins on the Raspberry Pi are all electrically connected, so it doesn't matter which one you use if you're wiring up a voltage supply.

Generally the one that's most convenient or closest to the rest of your connections is tidier and easier, or alternatively the one closest to the supply pin that you use.

For example, it's a good idea to use Physical Pin 17 for 3v3 and Physical Pin 25 for ground when using the SPI connections, as these are right next to the important pins for SPI0.

Spotted an error, want to add your board's pinout? Head on over to our GitHub repository and submit an Issue or a Pull Request!
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