

3.2 Coordinate Systems

Objects in SFO DWGs that depict real-world location of features shall be drawn using the SFO-B local coordinate system. The SFO-B coordinate system, both horizontally and vertically, is defined by Record of Survey #2925 (Vol. 43 of LLS Maps, Pages 44-45, San Mateo County Records). SFO-B establishes the horizontal axis (x-axis) as the centerline of Runway 10L-28R. Axes x and y, respectively, are parallel and perpendicular to the centerline of this runway. Vertical (z coordinates) coordinates shall be based on the North American Vertical Datum of 1988 (NAVD88). The origin of SFO-B is located 180 feet left of the threshold of Runway 10L on center. A block representing the origin of the SFO-B coordinate system shall be placed on the C-TOPO-SFOB-ORIG layer and can be found in the SFO.dwt template file.

Features in drawings may be scaled by a factor of 12 for conversion to architectural units, but must keep the origin of SFO-B unchanged. Do not use the ROTATE command for changing the orientation of features in the drawing. If it is necessary to present drawings in an orientation that differs from the coordinate system, a new Universal Coordinate System (UCS) may be used, so long as it is named on the drawing.

For projects that also utilize Revit, please also refer to Appendix D – Coordinate System Setup of Airport's BIM Guide for instruction.