DIMENSION RULES

1. Dimensions should reflect actual size of the object, not the scaled size.
2. Include overall dimension in the three principle directions – width, height, and depth.
3. Include all dimensions necessary to produce or inspect the part.
4. Do not include unnecessary dimensions
5. Dimensions should be attached to the view that best shows the *contour* of the feature to be dimensioned.
6. A dimension should be attached to only one view; for example, extension lines should not connect two views
7. Whenever possible, locate dimensions between adjacent views
8. Avoid dimensioning to hidden lines
9. Do not place dimensions on the object unless it is absolutely necessary
10. Do not cross a dimension line with another dimension line or with an extension line
11. Avoid crossing dimension or extension lines with leader lines
12. Leader lines point toward the center of the feature and should not occur horizontally or vertically.
13. Dimension numbers should be centered between arrowheads, except when using stacked dimensions, and then the numbers should be staggered
14. In general, a circle is dimensioned by its diameter and an arc by its radius
15. Holes should be located and sized in the view that shows the feature as a circle
16. Holes are located by their centerlines, which may be extended and used as extension lines