

### MINIMUM VECTORING ALTITUDE COMPUTATIONS

**1. SECTOR** (Enter Description)

<i>A. MVA required for Terrain/Obstacle clearance</i>	<i>BUFFER AREA</i>	<i>SECTOR</i>
1. <i>Controlling Obstacle (Enter Description)</i>		
2. <i>Controlling Obstacle Height (MSL)</i>		
3. <i>Required Obstacle Clearance (Normally 1000/2000 Mountainous Area)</i>	+	+
4. <i>Required Altitude based on Obstacle Clearance</i>	=	=
<i>B. MVA required for Airspace</i>		
1. <i>Floor of Controlled Airspace (AGL) (If MSL, skip items 1 and 2.)</i>		
2. <i>Highest Terrain within the Sector</i>		+
3. <i>Floor of Controlled Airspace (MSL)</i>		
4. <i>Add 300</i>		+ 300
5. <i>Required Altitude based on Airspace Floor</i>		=
<i>C. Selected Sector Altitude (NOTE: Highest above, rounded per FAAH 8260.3, para 1041b or per APATC-1, para 1041b.)</i>		

**2. SECTOR** (Enter Description)

<i>A. MVA required for Terrain/Obstacle clearance</i>	<i>BUFFER AREA</i>	<i>SECTOR</i>
1. <i>Controlling Obstacle (Enter Description)</i>		
2. <i>Controlling Obstacle Height (MSL)</i>		
3. <i>Required Obstacle Clearance (Normally 1000/2000 Mountainous Area)</i>	+	+
4. <i>Required Altitude based on Obstacle Clearance</i>	=	=
<i>B. MVA required for Airspace</i>		
1. <i>Floor of Controlled Airspace (AGL) (If MSL, skip items 1 and 2.)</i>		
2. <i>Highest Terrain within the Sector</i>		+
3. <i>Floor of Controlled Airspace (MSL)</i>		
4. <i>Add 300</i>		+ 300
5. <i>Required Altitude based on Airspace Floor</i>		=
<i>C. Selected Sector Altitude (NOTE: Highest above, rounded per FAAH 8260.3, para 1041b or per APATC-1, para 1041b.)</i>		

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### **About the ITAOP/savePDF Method**

The traditional Field-by-Field creation process is extremely ineffective and slow.

The only realistic option to create high-quality forms is the Insert-Text-Anywhere-on-Page (ITAOP) method.

The field creation process is about 10,000 times faster than the traditional method; the list of ITAOP features is not even available for the traditional method.

ITAOP savePDF method proved to be very simple and completely reliable for millions of users all over the world (incl. individuals, companies, organizations, government employees).

<b>3. SECTOR</b> (Enter Description)		
A. MVA required for Terrain/Obstacle clearance	BUFFER AREA	SECTOR
1. Controlling Obstacle (Enter Description)		
2. Controlling Obstacle Height (MSL)		
3. Required Obstacle Clearance (Normally 1000/2000 Mountainous Area)	+	+
4. Required Altitude based on Obstacle Clearance	=	=
B. MVA required for Airspace		
1. Floor of Controlled Airspace (AGL) (If MSL, skip items 1 and 2.)		
2. Highest Terrain within the Sector		+
3. Floor of Controlled Airspace (MSL)		
4. Add 300		+ 300
5. Required Altitude based on Airspace Floor		=
C. Selected Sector Altitude (NOTE: Highest above, rounded per FAAH 8260.3, para 1041b or per APATC-1, para 1041b.)		
<b>4. SECTOR</b> (Enter Description)		
A. MVA required for Terrain/Obstacle clearance	BUFFER AREA	SECTOR
1. Controlling Obstacle (Enter Description)		
2. Controlling Obstacle Height (MSL)		
3. Required Obstacle Clearance (Normally 1000/2000 Mountainous Area)	+	+
4. Required Altitude based on Obstacle Clearance	=	=
B. MVA required for Airspace		
1. Floor of Controlled Airspace (AGL) (If MSL, skip items 1 and 2.)		
2. Highest Terrain within the Sector		+
3. Floor of Controlled Airspace (MSL)		
4. Add 300		+ 300
5. Required Altitude based on Airspace Floor		=
C. Selected Sector Altitude (NOTE: Highest above, rounded per FAAH 8260.3, para 1041b or per APATC-1, para 1041b.)		