

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Purpose:

These dynamic blocks, view callout tables and multileader styles were developed to standardize the appearance of blocks and promote consistency in CG drawings.

Dynamic Blocks:

A *dynamic* block has flexibility and intelligence. A dynamic block reference can easily be changed in a drawing while you work. You can manipulate the geometry in a dynamic block reference through custom grips or custom properties. This allows you to adjust the block in-place as necessary rather than searching for another block to insert or redefining the existing one.

U.S. Coast Guard Standard Block Library (Figure 1):

This is the updated U.S. Coast Guard Standard Block Library for AutoCAD drawing templates. The block library may be expanded as required. Informational text has been added explaining the dynamic grip actions to modify each dynamic block. Many of the dynamic blocks have been revised to be more user-friendly. Piece number *multileader* styles with Mtext and structural steel shape blocks have been added.

U.S. COAST GUARD STANDARD AND DYNAMIC BLOCK LIBRARY

THESE STANDARD BLOCKS, DYNAMIC BLOCKS AND MULTILEADER STYLES WERE DEVELOPED TO STANDARDIZE THE APPEARANCE OF BLOCKS AND TO PROMOTE CONSISTENCY IN USCG DRAWINGS. THESE STANDARD BLOCKS ARE NOT MANDATORY! INSERT SEPARATE BLOCKS OR EXPLODE THE BLOCK LIBRARY TO USE AS AN INTERNAL DRAWING TOOL PALETTE. DELETE ALL BLOCK LIBRARY INFORMATION FROM DRAWING BEFORE DELIVERY TO TIMB.

STANDARD BLOCKS	DYNAMIC BLOCKS																	
<p style="text-align: center;">#REV</p> <p style="color: blue;">Block Name: REVTRIBLK</p> <p style="color: red;">TRIANGLE REVISION WITH ATTRIBUTE TEXT.</p> <p style="text-align: center; font-weight: bold;">ENGINEERING SERVICES DIVISION</p> <table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr><td>DESIGNED:</td><td>NAME-(SECT)</td></tr> <tr><td>Sign/s/</td><td>MM/DD/YY</td></tr> <tr><td>DRAWN:</td><td>NAME-(SECT)</td></tr> <tr><td>Sign/s/</td><td>MM/DD/YY</td></tr> <tr><td>CHECKED:</td><td>NAME-(SECT)</td></tr> <tr><td>Sign/s/</td><td>MM/DD/YY</td></tr> <tr><td>APPROVED:</td><td>NAME-(SECT)</td></tr> <tr><td>Sign/s/</td><td>MM/DD/YY</td></tr> </table> <p style="color: blue;">Block Name: SFLC-CCBLK</p> <p style="color: red;">SFLC DEVELOPED DRAWINGS ONLY.</p> <div style="border: 1px solid blue; padding: 5px; margin-top: 10px;"> <p style="text-align: center; color: blue;">TOLERANCES</p> <p style="text-align: center; font-size: x-small;">(UNLESS SPECIFIED OTHERWISE)</p> <p style="font-size: x-small;">FRACTIONAL MACHINING: ±1/64" (0.4mm)</p> <p style="font-size: x-small;">TOOL DESIGN: ±0.002" (0.05mm)</p> <p style="font-size: x-small;">FLAME CUTTING, SHEARING, NIBBLING, FORMING AND WELDING: ±0.060" (1.5mm)</p> <p style="font-size: x-small;">DECIMAL MACHINING TOLERANCES:</p> <p style="font-size: x-small;">X. ±0.060" (1.5mm)</p> <p style="font-size: x-small;">X.X ±0.030" (0.76mm)</p> <p style="font-size: x-small;">X.XX ±0.010" (0.25mm)</p> <p style="font-size: x-small;">X.XXX ±0.005" (0.13mm)</p> <p style="font-size: x-small;">ANGULARITY: ±0.05°</p> <p style="color: blue;">Block Name: TOLBLK</p> <p style="color: red; font-size: x-small;">STANDARD TOLERANCES BLOCK. EXPLODE TO CHANGE VALUES.</p> </div>	DESIGNED:	NAME-(SECT)	Sign/s/	MM/DD/YY	DRAWN:	NAME-(SECT)	Sign/s/	MM/DD/YY	CHECKED:	NAME-(SECT)	Sign/s/	MM/DD/YY	APPROVED:	NAME-(SECT)	Sign/s/	MM/DD/YY	<p style="color: red; font-size: x-small;">NOTE: PICK BLOCK WITH CURSOR FIRST, THEN PICK INVERTED TRIANGLE GRIP (▼) TO SELECT TYPE.</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>SCALE: 12"=1'-0"</p> <p style="color: green; font-size: x-small;">▼ Select the Desired Scale</p> <p style="color: blue;">Block Name: CG_Scale_Imperial</p> </div> <div style="text-align: center;"> <p>SCALE: 1:1</p> <p style="color: green; font-size: x-small;">▼ Select the Desired Scale</p> <p style="color: blue;">Block Name: CG_Scale_Metric</p> </div> </div> <div style="margin-top: 10px;"> <p style="color: green; font-size: x-small;"># Select Arrow Direction (Vertical or Horizontal) and Text Orientation (Front, Side or Back)</p> <p style="color: green; font-size: x-small;">▼ Flip to Other Side</p> <p style="color: green; font-size: x-small;">▼ Flip to Other Side</p> <p style="color: green; font-size: x-small;">▼ Flip Text to Other Side</p> <p style="color: green; font-size: x-small;">▼ Stretch Leader</p> <p style="color: green; font-size: x-small;">▼ Scale Circle</p> <p style="color: green; font-size: x-small;">▼ Select Direction</p> <p style="color: blue;">Block Name: Detail_Circle</p> <p style="color: blue;">Block Name: Section_Arrow</p> <p style="color: blue;">Block Name: Direction_Arrow</p> </div> <div style="margin-top: 10px;"> <p style="color: green; font-size: x-small;">X Drag Grip to Stretch</p> <p style="color: green; font-size: x-small;">▼ Select View Type, then Explode to Edit</p> <p style="color: green; font-size: x-small;">View Type and Zone</p> <p style="color: green; font-size: x-small;">View Description</p> <p style="color: green; font-size: x-small;">View Scale</p> <p style="color: green; font-size: x-small;">View Cross Reference</p> <p style="color: green; font-size: x-small;">Gray Border Lines Will Not Plot</p> <p style="color: blue;">Block Name: Callout_Table</p> </div> <div style="margin-top: 10px;"> <p style="color: blue;">Block Name: CG_WELD_NOTE2</p> <p style="color: blue;">Block Name: CG_WELD2</p> <p style="color: blue;">Block Name: CG_WELD_SYM2</p> <p style="color: red; font-size: x-small;">DYNAMIC BLOCKS FOR WELDING SYMBOLS. FULL WELDING SYMBOL BLOCK LIBRARY IS LOCATED ON THIS OR NEXT DRAWING SHEET.</p> </div>	
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	<h3 style="text-align: center; color: blue;">MULTILEADER STYLES</h3> <table style="width: 100%; font-size: x-small;"> <tr> <td style="width: 33%;"> <p style="color: red;">Style Name: CG_PN_LINE</p> <p style="color: red;">ATTRIBUTE PIECE NUMBER W/ WITH LINE LEADER (NO TEXT)</p> </td> <td style="width: 33%;"> <p style="color: red;">Style Name: CG_PN_ARROW</p> <p style="color: red;">ATTRIBUTE PIECE NUMBER W/ ARROW LEADER (NO TEXT)</p> </td> <td style="width: 33%;"> <p style="color: red;">Style Name: CG_PAT_RIGHT</p> <p style="color: red;">ARROW LEADER WITH MTEXT RIGHT OF PN</p> </td> </tr> <tr> <td> <p style="color: red;">Style Name: CG_PAT_LEFT</p> <p style="color: red;">ARROW LEADER WITH MTEXT LEFT OF PN</p> </td> <td> <p style="color: red;">Style Name: CG_LEADER</p> <p style="color: red;">ARROW LEADER WITH MTEXT</p> </td> <td> <p style="color: red;">Style Name: CG_PAT_RIGHT</p> <p style="color: red;">ARROW LEADER WITH MTEXT RIGHT OF PN</p> </td> </tr> <tr> <td> <p style="color: red;">Style Name: CG_PLT_LEFT</p> <p style="color: red;">LINE LEADER WITH MTEXT LEFT OF PN</p> </td> <td> <p style="color: red;">Style Name: CG_LINE_LDR</p> <p style="color: red;">LINE LEADER WITH MTEXT</p> </td> <td> <p style="color: red;">Style Name: CG_PLT_RIGHT</p> <p style="color: red;">LINE LEADER WITH MTEXT RIGHT OF PN</p> </td> </tr> </table>		<p style="color: red;">Style Name: CG_PN_LINE</p> <p style="color: red;">ATTRIBUTE PIECE NUMBER W/ WITH LINE LEADER (NO TEXT)</p>	<p style="color: red;">Style Name: CG_PN_ARROW</p> <p style="color: red;">ATTRIBUTE PIECE NUMBER W/ ARROW LEADER (NO TEXT)</p>	<p style="color: red;">Style Name: CG_PAT_RIGHT</p> <p style="color: red;">ARROW LEADER WITH MTEXT RIGHT OF PN</p>	<p style="color: red;">Style Name: CG_PAT_LEFT</p> <p style="color: red;">ARROW LEADER WITH MTEXT LEFT OF PN</p>	<p style="color: red;">Style Name: CG_LEADER</p> <p style="color: red;">ARROW LEADER WITH MTEXT</p>	<p style="color: red;">Style Name: CG_PAT_RIGHT</p> <p style="color: red;">ARROW LEADER WITH MTEXT RIGHT OF PN</p>	<p style="color: red;">Style Name: CG_PLT_LEFT</p> <p style="color: red;">LINE LEADER WITH MTEXT LEFT OF PN</p>	<p style="color: red;">Style Name: CG_LINE_LDR</p> <p style="color: red;">LINE LEADER WITH MTEXT</p>	<p style="color: red;">Style Name: CG_PLT_RIGHT</p> <p style="color: red;">LINE LEADER WITH MTEXT RIGHT OF PN</p>							
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<h3 style="text-align: center; color: blue;">STRUCTURAL STEEL SHAPE DYNAMIC BLOCKS</h3> <p style="color: red; font-size: x-small;">NOTE: USE ONLY IN MODELSPACE (BLOCKS SHOWN ARE NOT TO SCALE)</p> <table style="width: 100%; text-align: center; font-size: x-small;"> <tr> <td style="width: 12.5%;"> <p style="color: red;">EQUAL LEG ANGLE, 51 TYPES</p> <p style="color: blue;">Block Name: Angle_Equal</p> </td> <td style="width: 12.5%;"> <p style="color: red;">UNEQUAL LEG ANGLE, 74 TYPES</p> <p style="color: blue;">Block Name: Angle_Unequal</p> </td> <td style="width: 12.5%;"> <p style="color: red;">STANDARD CHANNEL, 32 TYPES</p> <p style="color: blue;">Block Name: Std_Channel</p> </td> <td style="width: 12.5%;"> <p style="color: red;">WIDE FLANGE BEAM, 272 TYPES</p> <p style="color: blue;">Block Name: WF_Beams</p> </td> <td style="width: 12.5%;"> <p style="color: red;">WIDE FLANGE TEE BAR, 272 TYPES</p> <p style="color: blue;">Block Name: WF_Tee_Bars</p> </td> <td style="width: 12.5%;"> <p style="color: red;">SQ HOLLOW TUBING, 90 TYPES</p> <p style="color: blue;">Block Name: Square_Tubing</p> </td> <td style="width: 12.5%;"> <p style="color: red;">RHT, 229 TYPES</p> <p style="color: blue;">Block Name: Rect_Tubing</p> </td> <td style="width: 12.5%;"> <p style="color: red;">PIPE CROSS SECTION, 117 TYPES</p> <p style="color: blue;">Block Name: Pipe_Sections</p> </td> </tr> </table>			<p style="color: red;">EQUAL LEG ANGLE, 51 TYPES</p> <p style="color: blue;">Block Name: Angle_Equal</p>	<p style="color: red;">UNEQUAL LEG ANGLE, 74 TYPES</p> <p style="color: blue;">Block Name: Angle_Unequal</p>	<p style="color: red;">STANDARD CHANNEL, 32 TYPES</p> <p style="color: blue;">Block Name: Std_Channel</p>	<p style="color: red;">WIDE FLANGE BEAM, 272 TYPES</p> <p style="color: blue;">Block Name: WF_Beams</p>	<p style="color: red;">WIDE FLANGE TEE BAR, 272 TYPES</p> <p style="color: blue;">Block Name: WF_Tee_Bars</p>	<p style="color: red;">SQ HOLLOW TUBING, 90 TYPES</p> <p style="color: blue;">Block Name: Square_Tubing</p>	<p style="color: red;">RHT, 229 TYPES</p> <p style="color: blue;">Block Name: Rect_Tubing</p>	<p style="color: red;">PIPE CROSS SECTION, 117 TYPES</p> <p style="color: blue;">Block Name: Pipe_Sections</p>								
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Figure 1: Updated Standard Block Library

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Dynamic Section Arrow with Text Blocks (Figure 2):

This section arrow block gives the option where the attribute text is located (Front, Side or Back). Text can be changed by double-clicking on the block or using the **DDATTE** command.

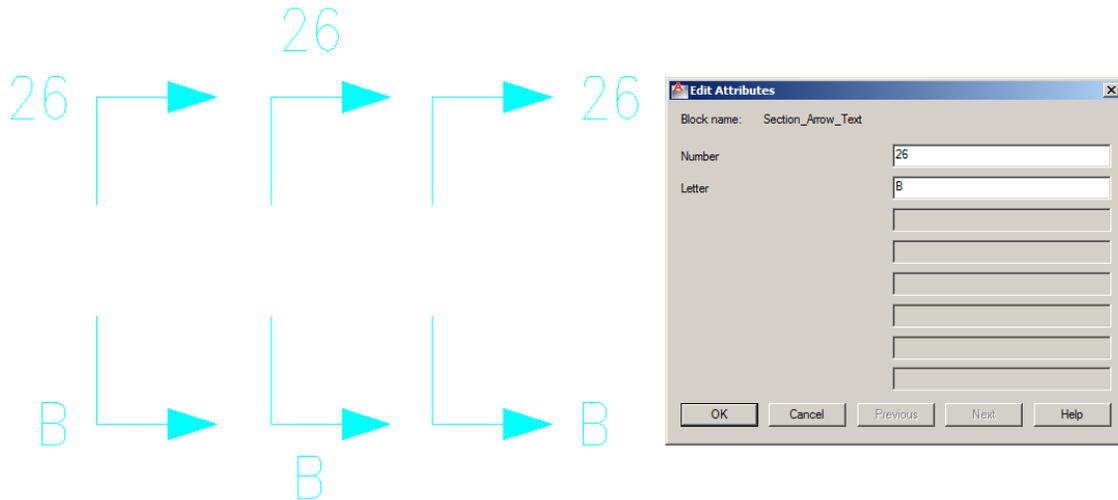


Figure 2: Section Arrow Text Orientations and Editing

Dynamic Properties (Figure 3):

Four grips will appear when the block is picked with the cursor. The blue square grip is the insertion point of the block. The arrowhead **stretch** grip will change the width between the section arrows. Text and lines move together in a linear fashion. The **visibility** grip has a **popup** to select arrow direction and text orientation (Front, Side or Back). The arrow shaped **flip** grip will mirror the directional arrow.

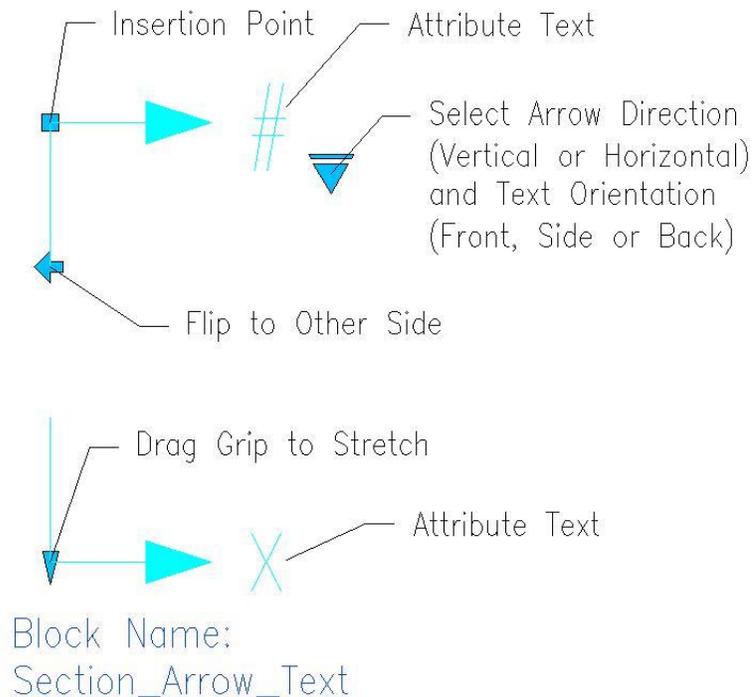


Figure 3: Section Arrow Dynamic Grip Properties

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Dynamic Section Arrow Block (Figure 4):

The centered *flip* grip is used to mirror the directional arrow. The arrowhead *stretch* grip is used to change the width between the double arrows. The *polar stretch* grip at the end of the single arrowhead will rotate and stretch the arrow.

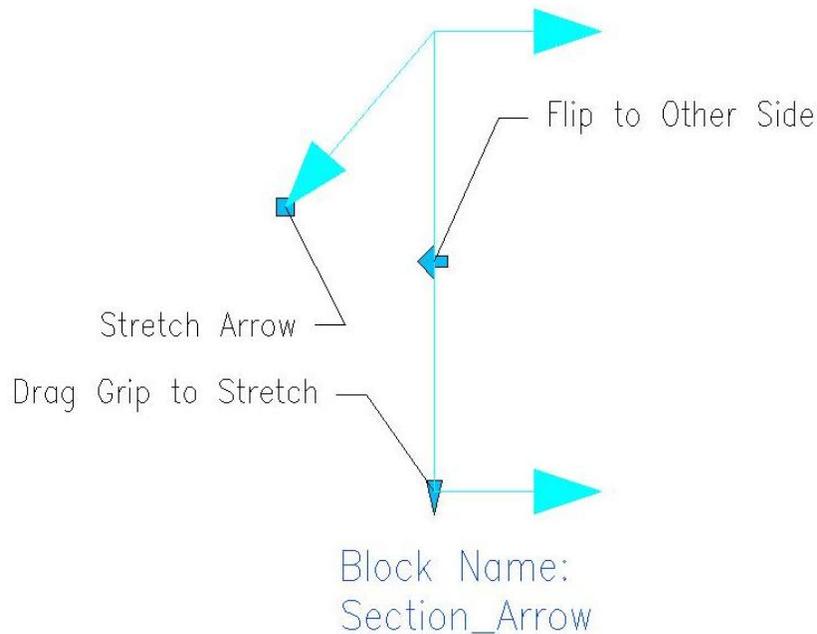


Figure 4: Section Arrow Dynamic Grip Properties

Dynamic Circle Detail Block (Figure 5):

The attribute text can be changed by double-clicking on the block or using the *DDATTE* command. The diameter of the circle can be changed by picking the arrowhead shaped *scale* grip at the intersection of the circle and the leader. The length of the leader line with text can be changed by using the square *polar stretch* grip at the end of the diagonal line. The *flip* grip mirrors the leader and text.

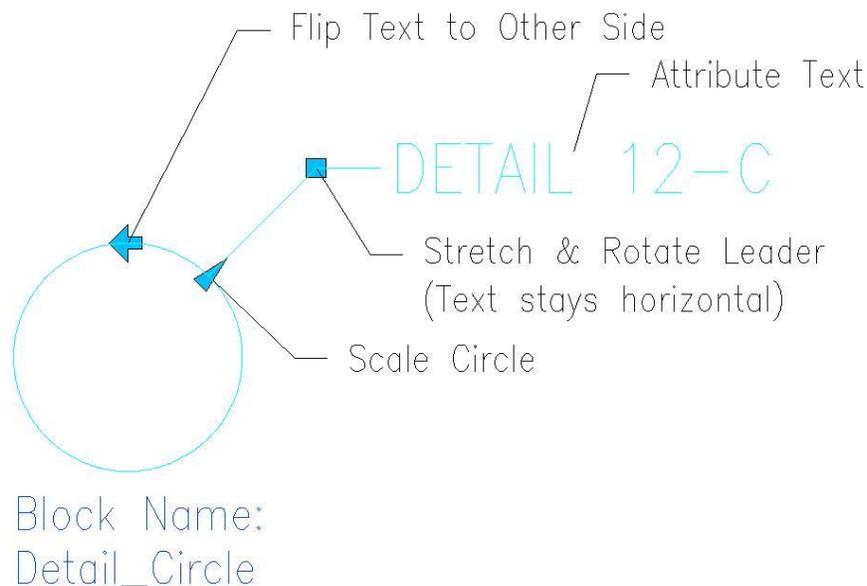


Figure 5: Circle Detail Dynamic Grip Properties

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Dynamic Direction Arrow Block (Figure 6):

The text can be changed by double-clicking on the block or using the *DDATTE* command. The direction can be changed by picking the *visibility* grip. All 4 directions in the single dynamic block are shown below.

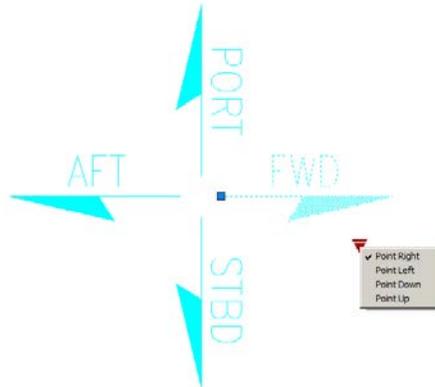


Figure 6: Direction Arrow Orientations

Dynamic Scale Bar Blocks (Figures 7 & 8):

Scale Bars are mandatory on each drawing sheet that contains scaled drawing views. Each view scale used should have a scale bar located on that particular sheet.

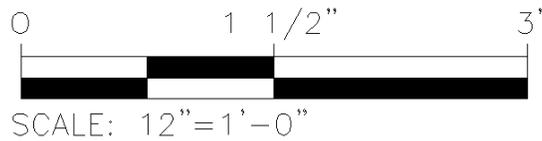


Figure 7: Imperial Scale Bar

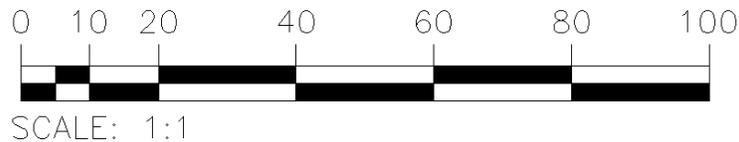


Figure 8: Metric Scale Bar

Dynamic Properties (Figure 9):

Pick the *visibility* grip and select the required scale in the *popup* list of standard imperial scales (inch). Each sheet may contain more than one dynamic block with visibility set to each scale used on that sheet. Dynamic blocks for Metric scale bars (mm) perform in the same fashion.

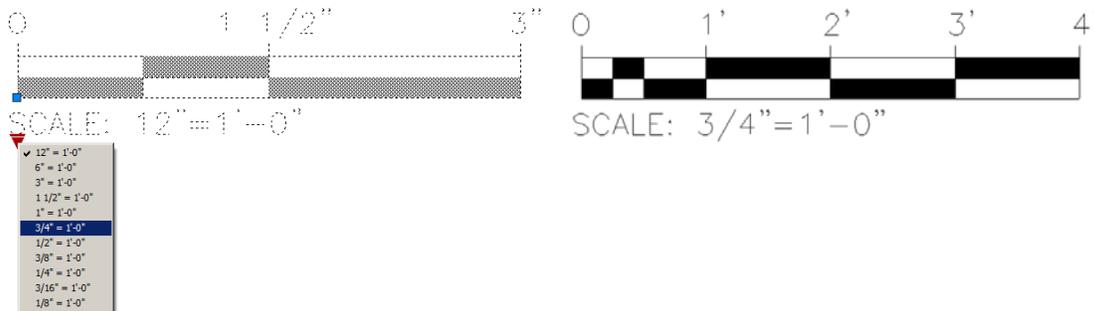


Figure 9: Scale Bar Dynamic Properties

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

View Callout Text Tablestyle Blocks (Figure 10):

The use of View Callout Tablestyle standardizes how the text will appear in all new CG drawings. Underlined heading text height is 1/4" and description text is 1/8". Text style is **CG_ROMANS** @ 0.8 width factor.

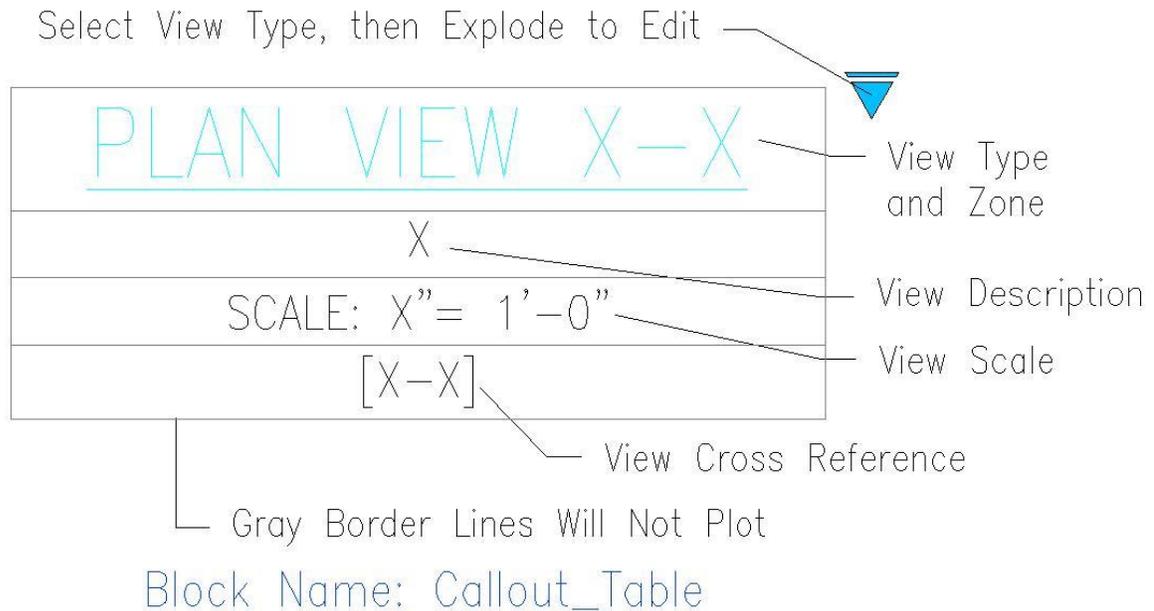


Figure 10: View Callout Table with Component Explanation

Dynamic Properties (Figure 11):

Insert the View Callout Text Block and then pick the *visibility* grip. Select the view heading and number of text lines from the *popup* list. After the view type is selected, *explode* the block once to edit the text in the table. The View Callout Text Tablestyle allows expansion and the ability to add or delete lines as required.

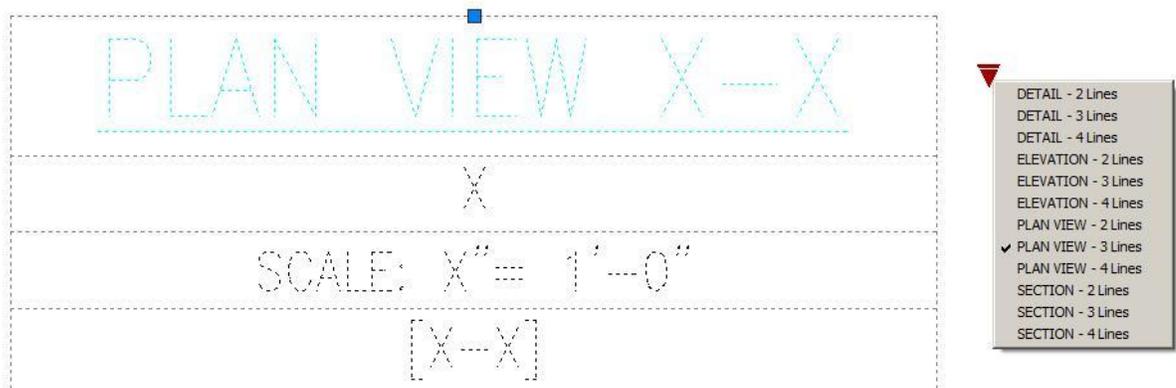


Figure 11: View Callout Table Dynamic Properties

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Dynamic Welding Symbol Blocks (Figure 12):

The graphic below is actually 3 dynamic blocks combined to form a complete welding symbol. The **reference line** with arrow leader named **CG_WELD2** is the core dynamic block. It has the welding symbols most commonly used in Coast Guard drawings. The dynamic block **CG_WELD_SYM2** contains additional weld, supplemental and finish symbols. **CG_WELD_NOTE2** has multiline attribute text for welding process notes used on the **tail** of a welding symbol. The **MIRRTXT** setvar value must be "0" for these blocks to mirror text correctly. All symbols are in accordance with ANSI/AWS A2.4-2007 "Symbols for Welding, Brazing and Nondestructive Examination". The graphic illustrates how dynamic grips manipulate each block.

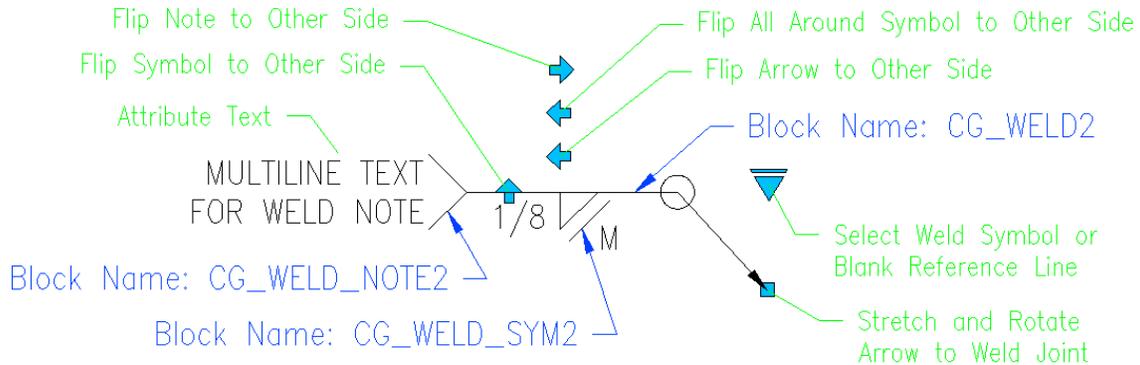


Figure 12: Combined Welding Symbol Blocks with Dynamic Grip Explanation

Dynamic Properties:

The **visibility** grip on **CG_WELD2** (Figure 13) has a **popup** with a list of the most commonly used welding symbols. **NOTE: The other two dynamic blocks only need to be added to CG_WELD2 if the welding symbol is not listed or if a welding process note is required!** The capitalized letters after the symbol type stand for **Near Side (NS)**, **Far Side (FS)** and **Both Sides (BS)**. Use **Leader and Reference Line** along with **CG_WELD_SYM2** for creating welding symbols that are not available on the list.

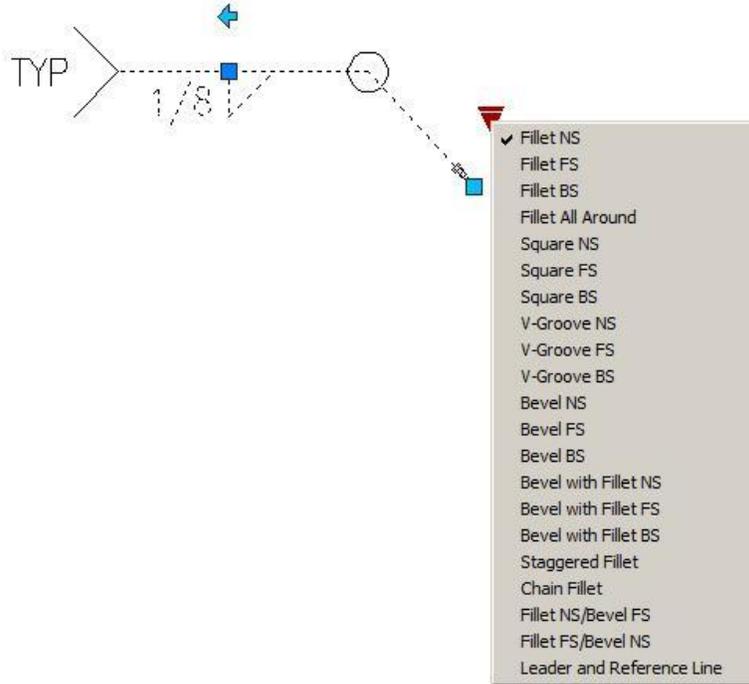


Figure 13: CG_WELD2 Dynamic Properties

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

The **CG_WELD_SYM2** dynamic block (Figure 14) has a *popup* with a list of additional weld, supplemental and finishing symbols. Most symbols *flip* from **NS** to **FS** except for the *All Around Symbol* that flips from right to left. This block can be copied to show a symbol that may not be available in the **CG_WELD2** block on both sides or to create a welding symbol by using the blank *Leader and Reference Line*.



Figure 14: CG_WELD_SYM2 Dynamic Properties

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

The **CG_WELD_NOTE2** dynamic block (Figure 15) uses multiline attribute text. Pick the box next to the note [...] to open the multiline editor. Use the *flip* grip to mirror note to the other side. Multiple line notes will not interfere with tail lines.

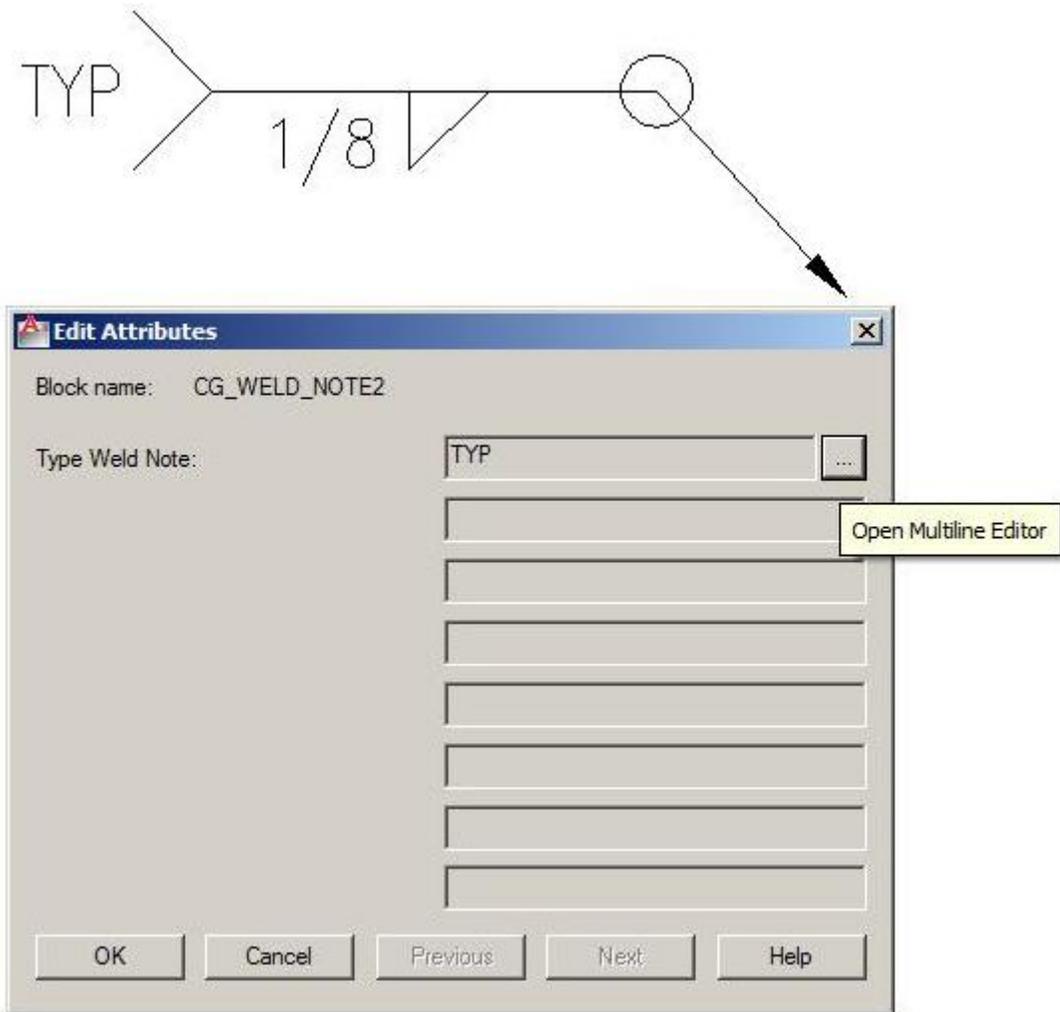


Figure 15: CG_WELD_NOTE2 Dynamic Properties

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Welding Symbol Block Library (Figure 16):

The updated Welding Symbol Library now has informational text explaining the dynamic grip actions to modify each dynamic block.

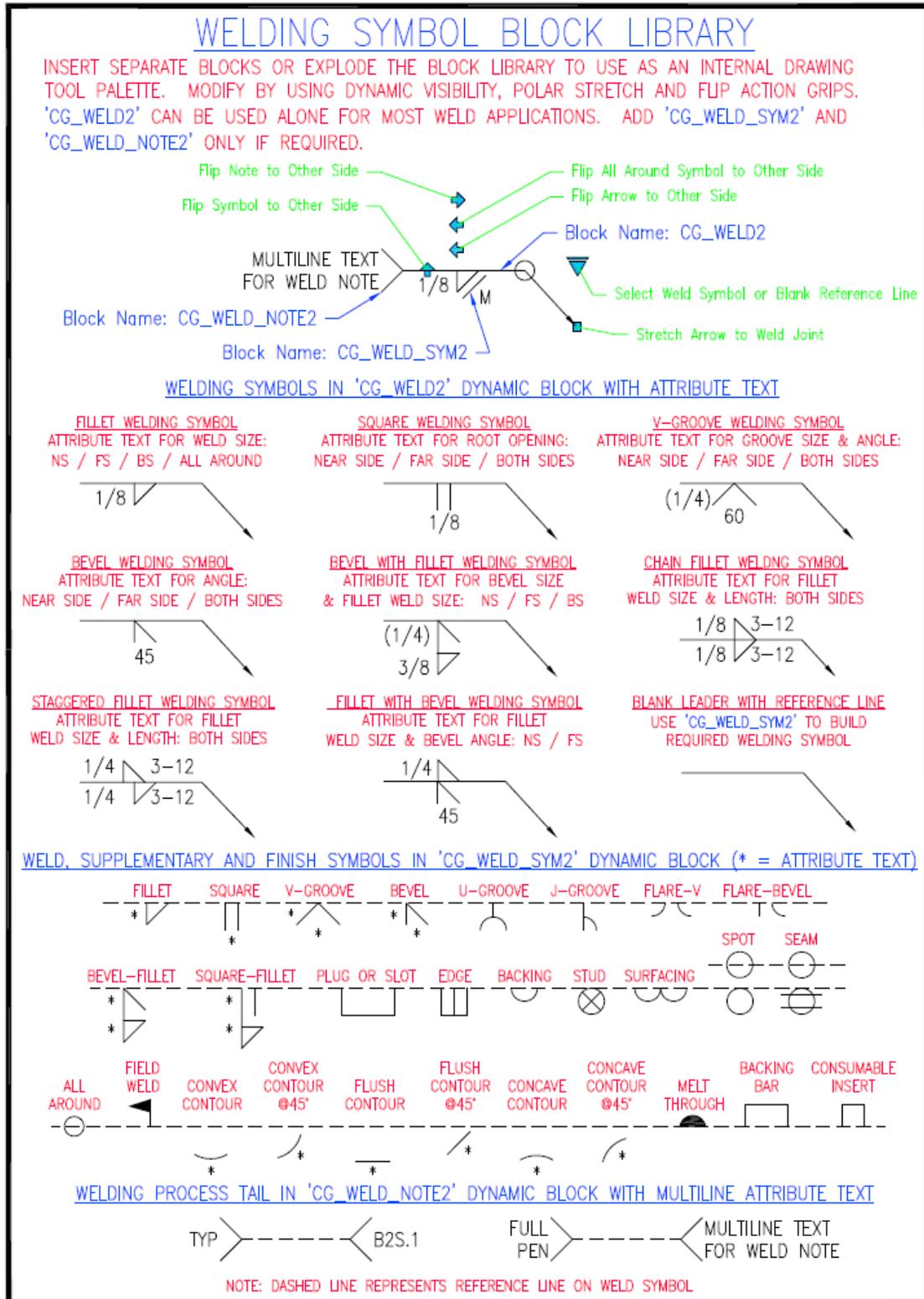


Figure 16: Updated Welding Symbol Block Library

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Multileader Styles:

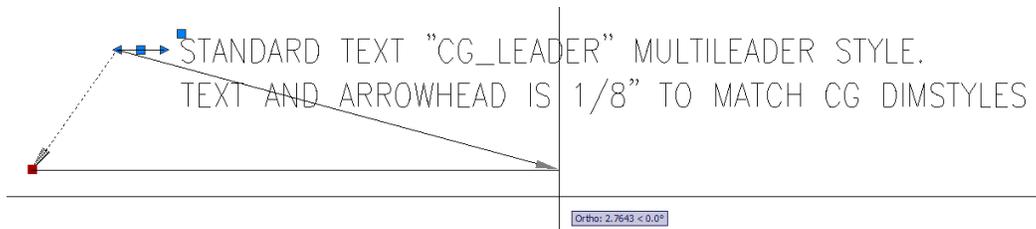
AutoCAD *Multileaders* have editing properties that allow the combining of multiple piece number bubbles and arrow leaders. These custom multileader styles emulate the same properties as the CG dimension styles that are preloaded in each drawing template.

CG Multileader Styles (Figure 17):

These multileader styles use 1/8" height **CG_ROMANS** multiline text connecting to the middle of the top line for both right and left sides. **CG_LEADER** has an arrowhead and **CG_LINE_LDR** has none.



To change sides, pull the grip on the arrowhead with the cursor.



Text justification automatically changes from left to right.

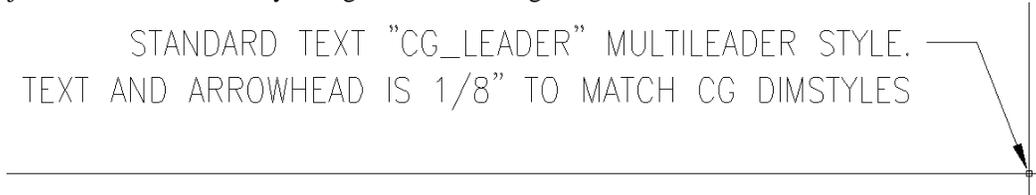


Figure 17: CG Multileader with Mtext

CG Piece Number Multileader Styles (Figure 18):

These multileader styles have a piece number bubble that is 3/8" diameter. The piece number bubble uses attribute text and can fit up to 3 numerals. **CG_PN_ARROW** has an arrowhead and **CG_PN_LINE** has none. There is no text connected to these styles outside of the bubble. **CG_PAT** (Piece number, Arrowhead and Text) and **CG_PLT** (Piece number, Line and Text) have left and right justified multiline attribute text to the side of the bubble. Place leader where needed and enter piece number first, then pick OK. Then double click on piece number to enter multiline text.

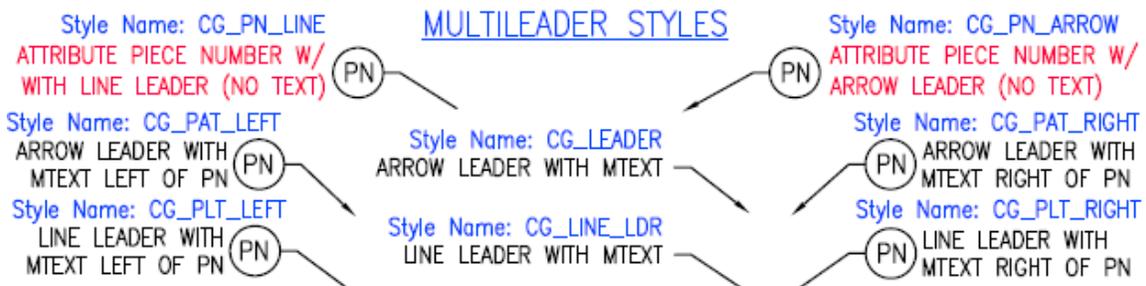


Figure 18: CG Multileader Styles with Piece Number Bubbles and Mtext

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

SFLC Command Approval Block (Figure 19):

SFLC_CCBLK is the standard Command / Contractor block for in-house SFLC drawings. It replaces the generic CCBLK block to the left of the title block on sheet 1 of every drawing.

	
ENGINEERING SERVICES DIVISION	
DESIGNED: <i>Sign/s/</i>	<i>NAME-(SECT)</i> <i>MM/DD/YY</i>
DRAWN: <i>Sign/s/</i>	<i>NAME-(SECT)</i> <i>MM/DD/YY</i>
CHECKED: <i>Sign/s/</i>	<i>NAME-(SECT)</i> <i>MM/DD/YY</i>
APPROVED: <i>Sign/s/</i>	<i>NAME-(SECT)</i> <i>MM/DD/YY</i>

Figure 19: Command / Contractor Block for SFLC Drawings

Standard Tolerances Block (Figure 20):

TOLBLK is the standard Tolerances block for SFLC and contractor drawings. Values can be changed by exploding the block.

<p>TOLERANCES (UNLESS SPECIFIED OTHERWISE)</p> <p>FRACTIONAL MACHINING: $\pm 1/64"$ (0.4mm)</p> <p>TOOL DESIGN: $\pm 0.002"$ (0.05mm)</p> <p>FLAME CUTTING, SHEARING, NIBBLING, FORMING AND WELDING: $\pm 0.060"$ (1.5mm)</p> <p>DECIMAL MACHINING TOLERANCES:</p> <p>X. $\pm 0.060"$ (1.5mm) X.X $\pm 0.030"$ (0.76mm) X.XX $\pm 0.010"$ (0.25mm) X.XXX $\pm 0.005"$ (0.13mm)</p> <p>ANGULARITY: $\pm 0.05^\circ$</p>

Figure 20: Standard Tolerances Block

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Dynamic Border Continuation Sheet Block (Figure 21):

This dynamic block has sequentially numbered zones correctly set for continuation sheet borders. Pick the *visibility* grip and select a sheet from the *popup* list to match the current layout tab number (up to sheet 20 for "D" size). To change the zones for addendum sheets and drawing sheets not listed, *explode* the block *once* and use the *DDATTE* command to edit the attribute text.

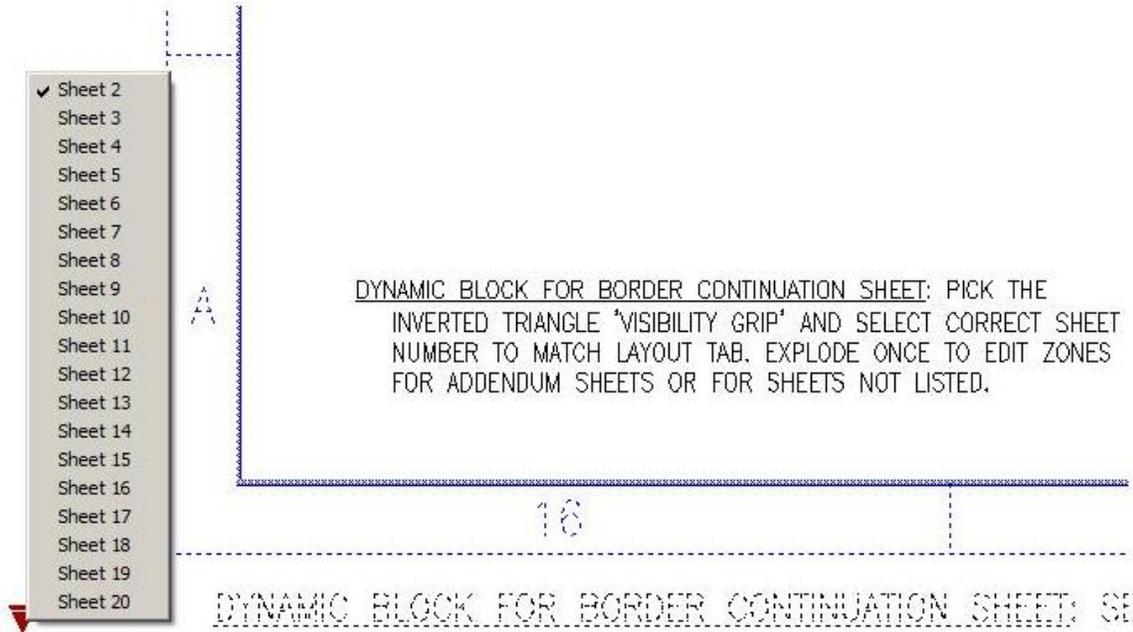


Figure 21: Continuation Drawing Sheet Dynamic Properties

Structural Steel Shape Dynamic Blocks (Figure 22):

Select from over a thousand AISC (American Institute of Steel Construction) structural steel shape blocks for detailing. Most of these blocks may be used for aluminum detailing.

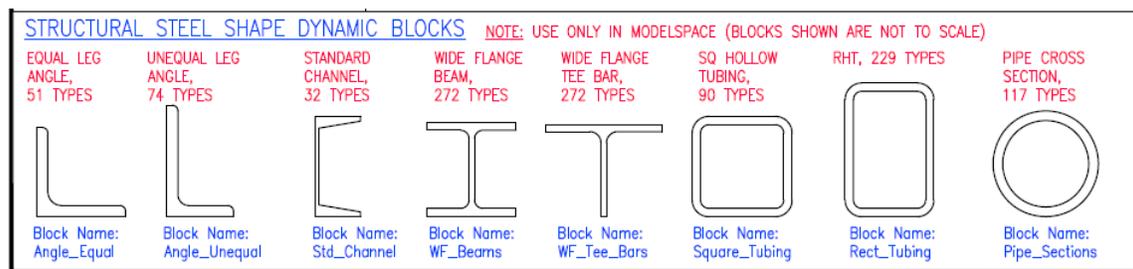


Figure 22: Structural Steel Shape Blocks

COAST GUARD STANDARD BLOCKS FOR 2014 DRAWING TEMPLATES

Dynamic Properties:

Insert block into Modelspace and pick the *visibility* grip to select a **Size** and **Thickness** from the *popup* list (Figure 23) or pick from the *Block Properties Table* (Figure 24).

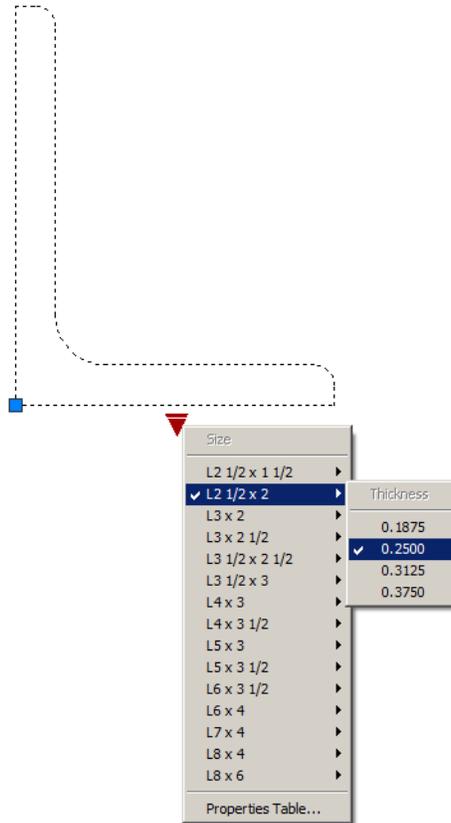


Figure 23: Steel Shape Dynamic Properties

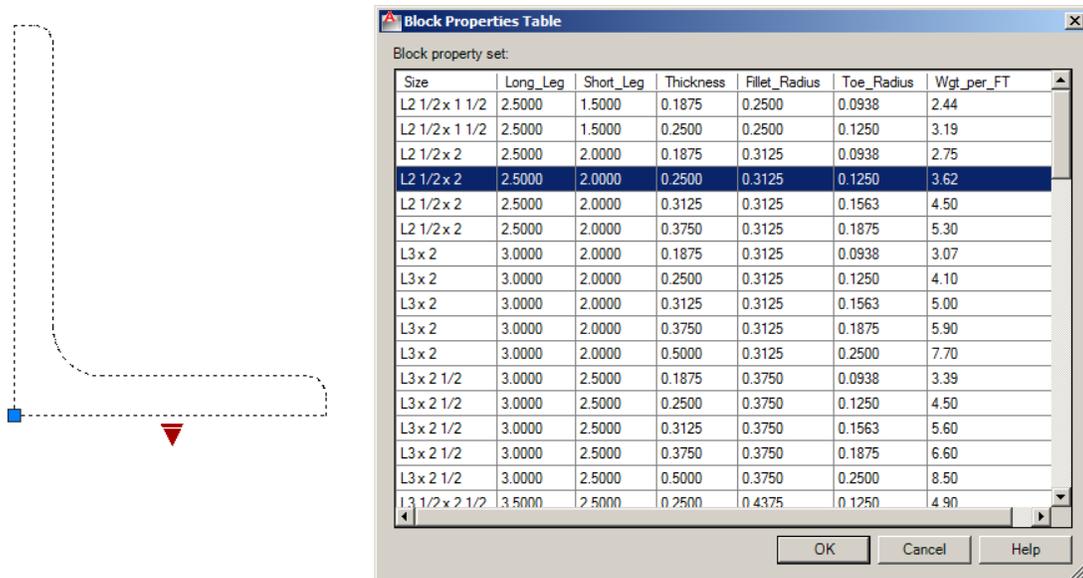


Figure 24: Steel Shape Block Properties Table