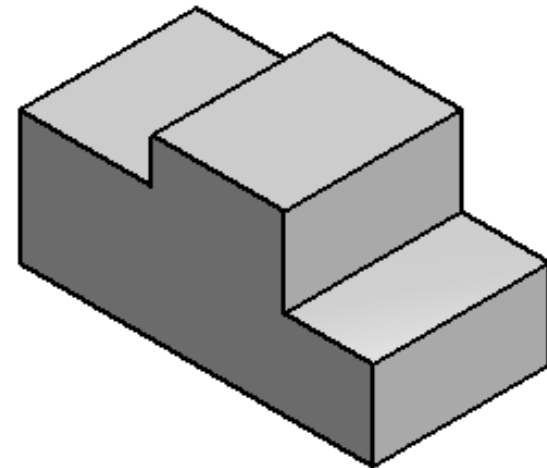
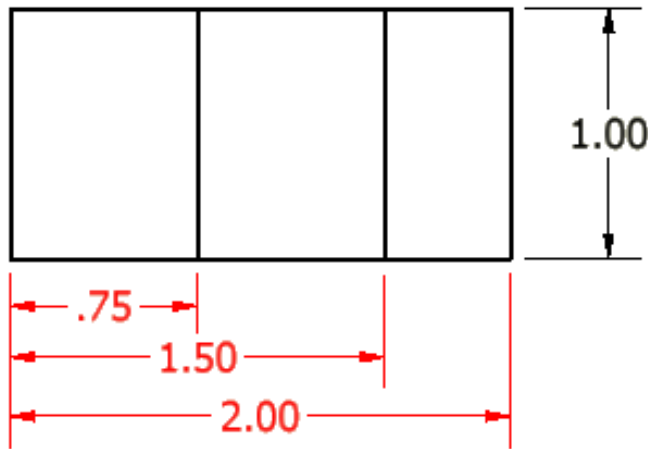


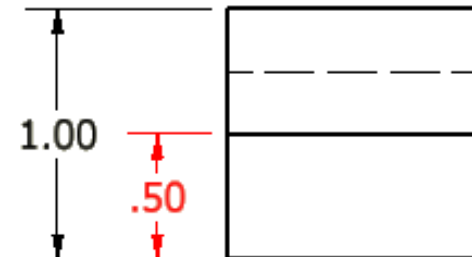
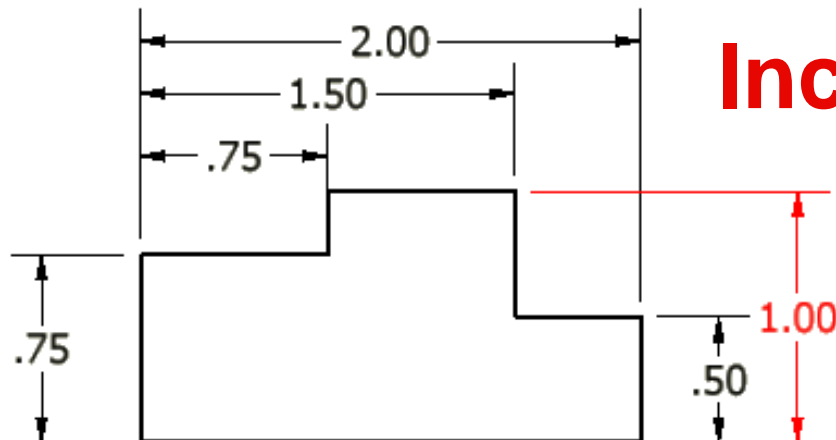


# Dimensioning Guidelines

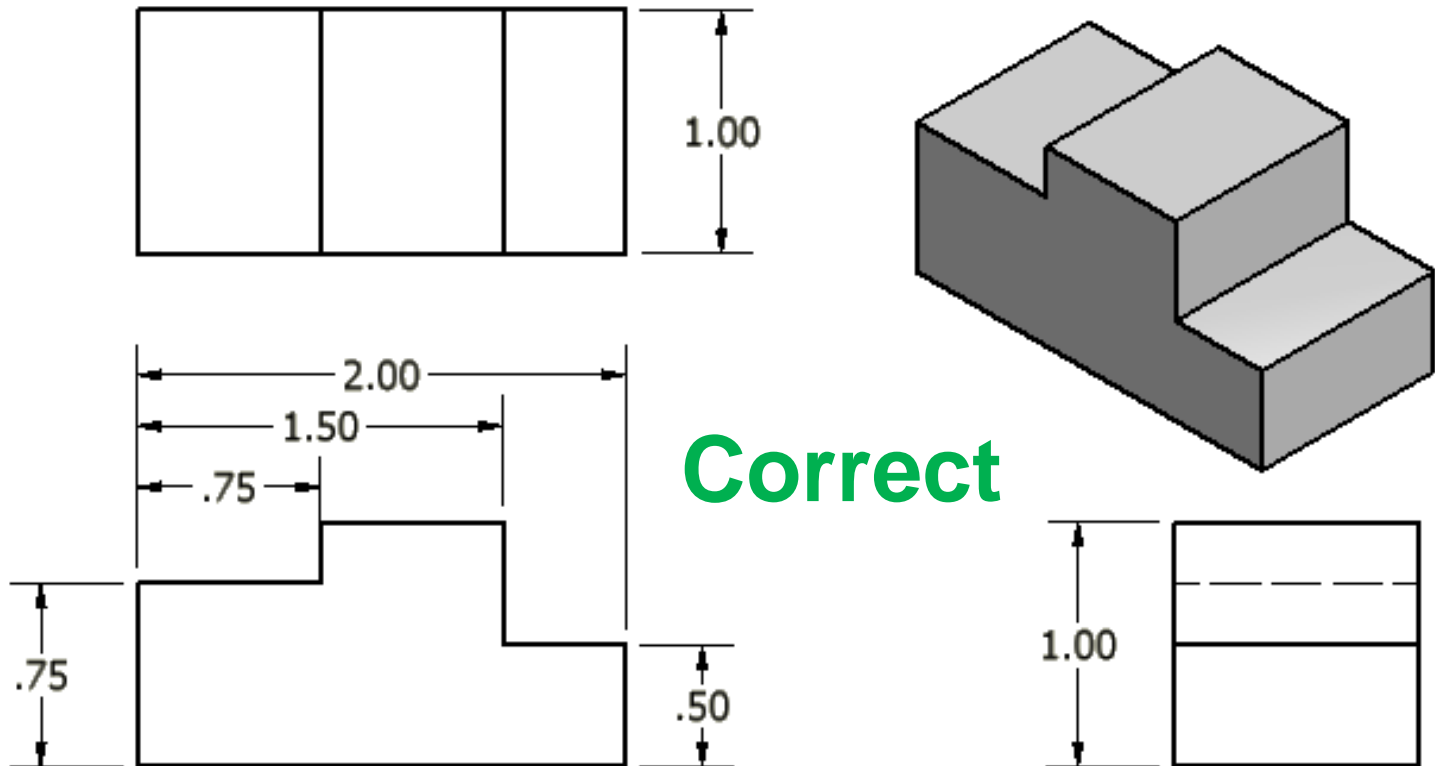
1. Dimensions should NOT be duplicated, nor should the same information be given in two different ways.



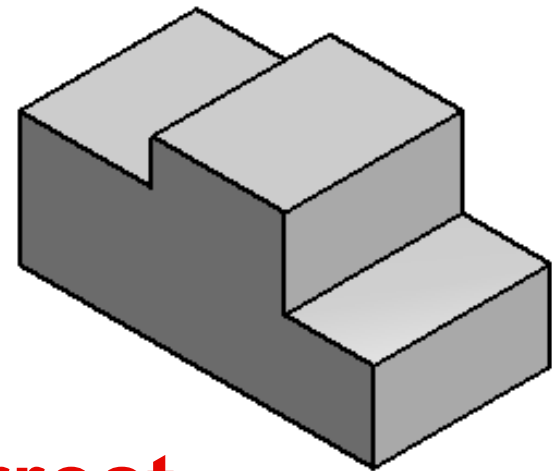
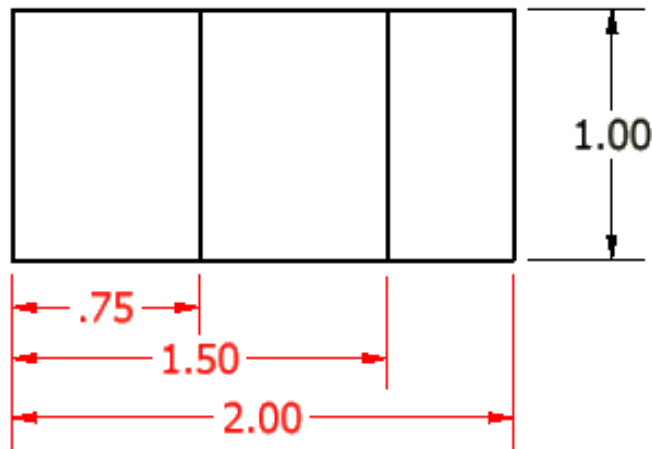
**Incorrect**



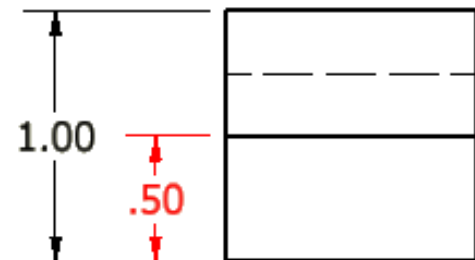
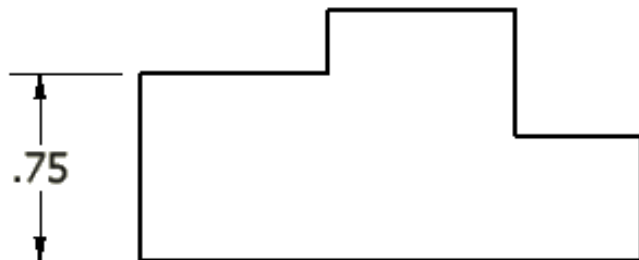
1. Dimensions should NOT be duplicated, nor should the same information be given in two different ways.



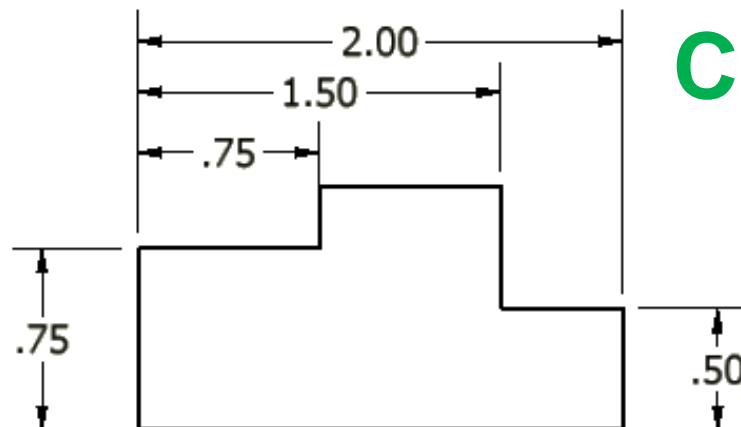
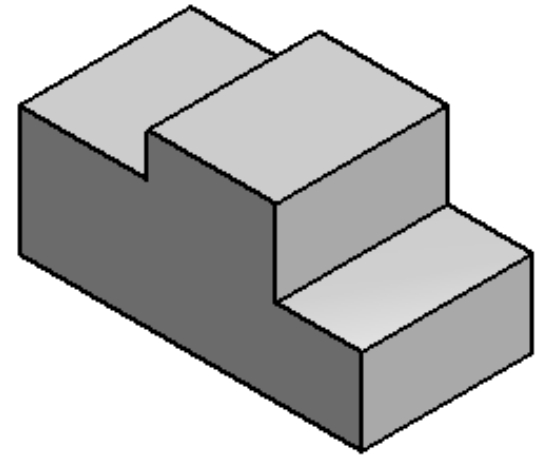
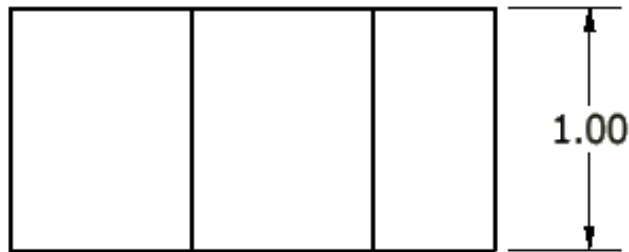
2. Dimensions should be attached to the view that best shows the ***contour*** of the feature to be dimensioned.



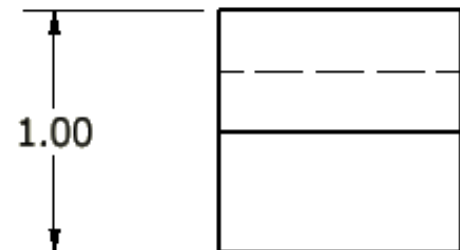
**Incorrect**



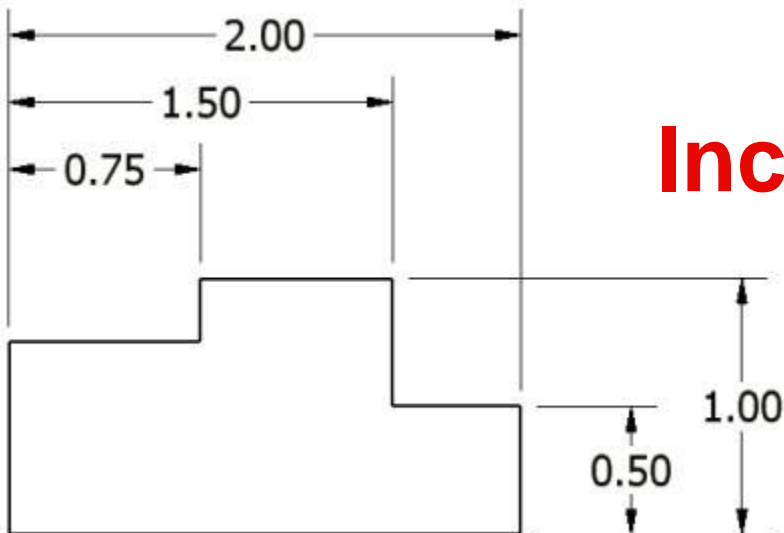
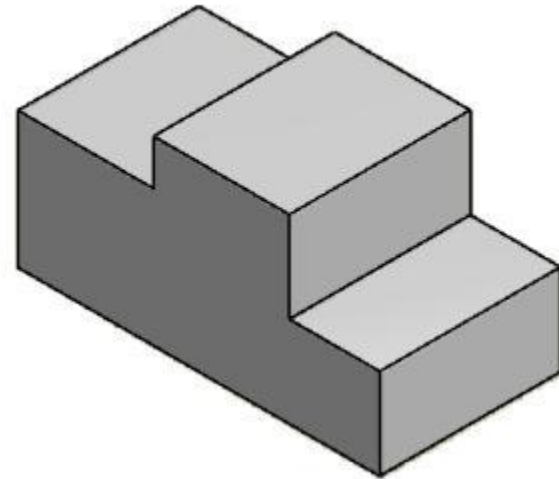
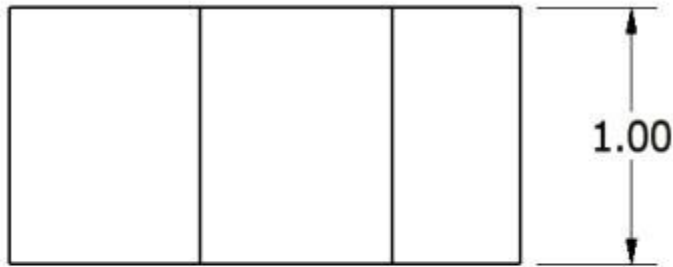
2. Dimensions should be attached to the view that best shows the ***contour*** of the feature to be dimensioned.



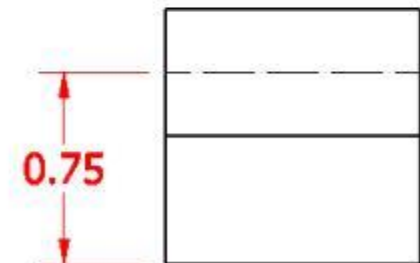
**Correct**



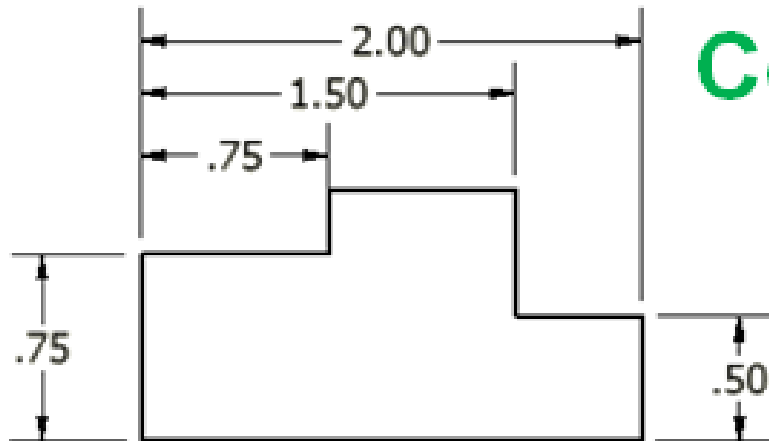
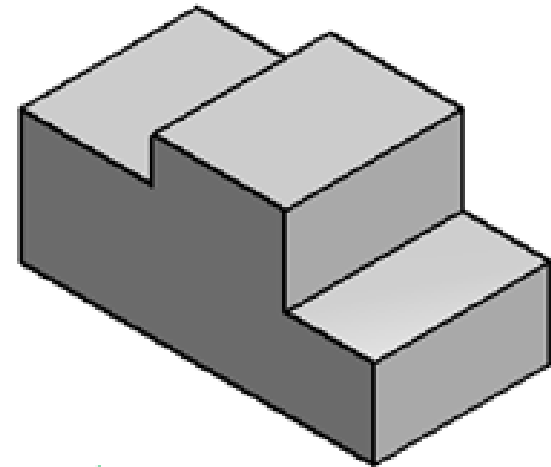
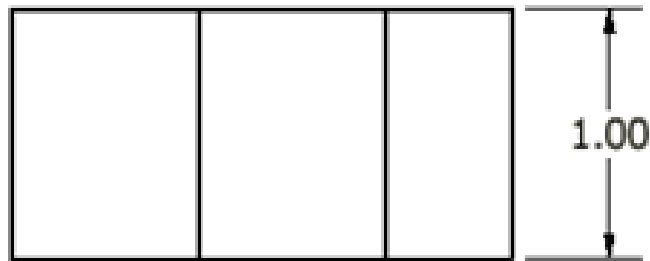
### 3. Whenever possible, avoid dimensioning to hidden lines.



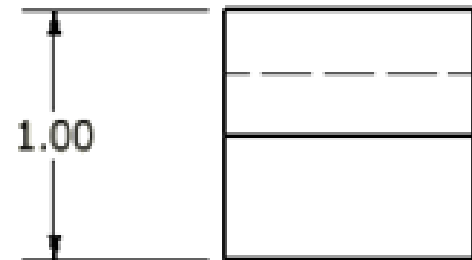
**Incorrect**



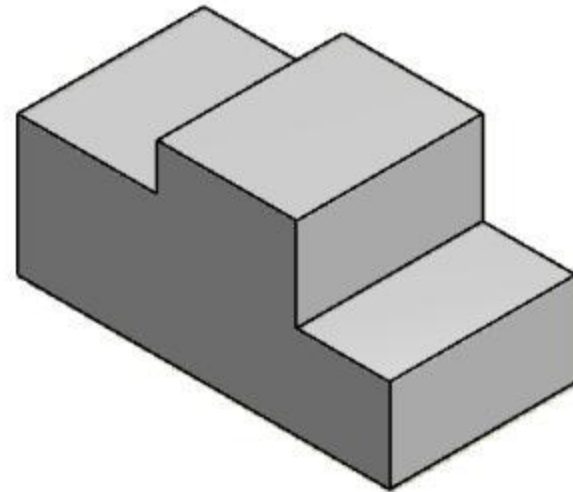
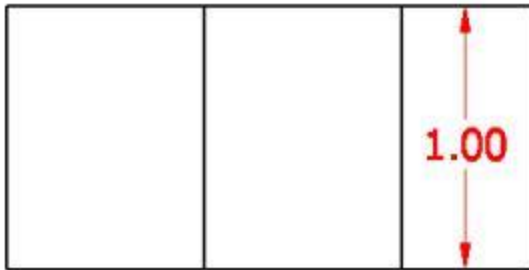
3. Whenever possible, avoid dimensioning to hidden lines.



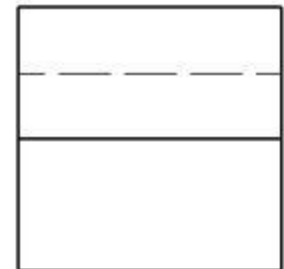
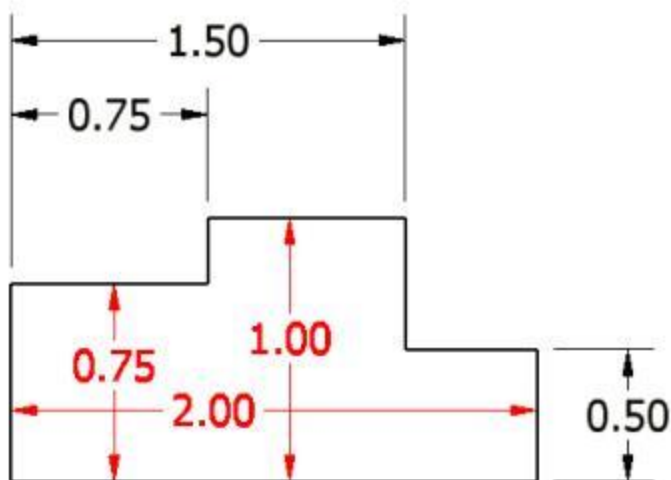
**Correct**



## 4. Avoid dimensioning over or through the object.

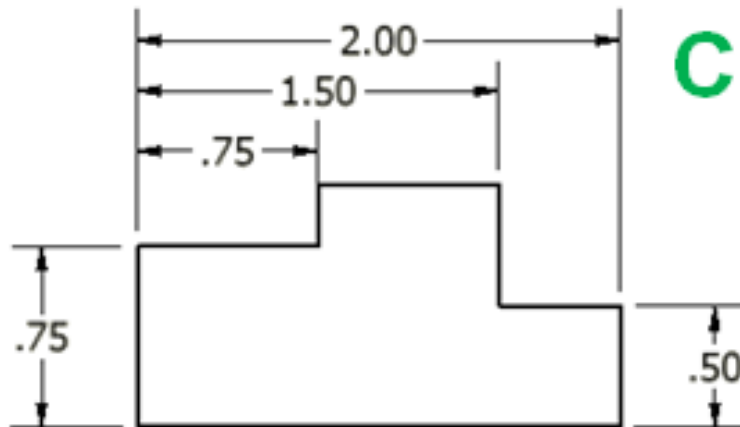
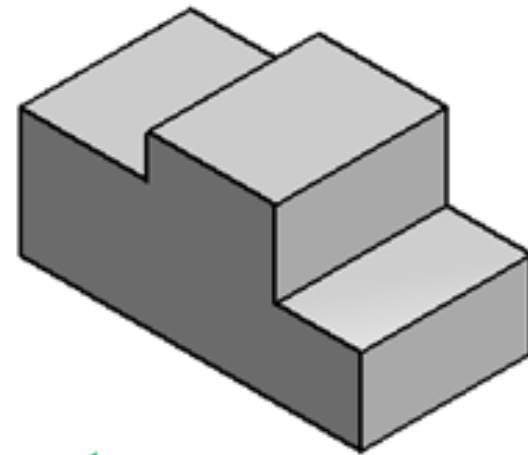


**Incorrect**

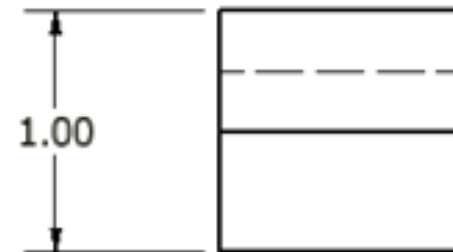




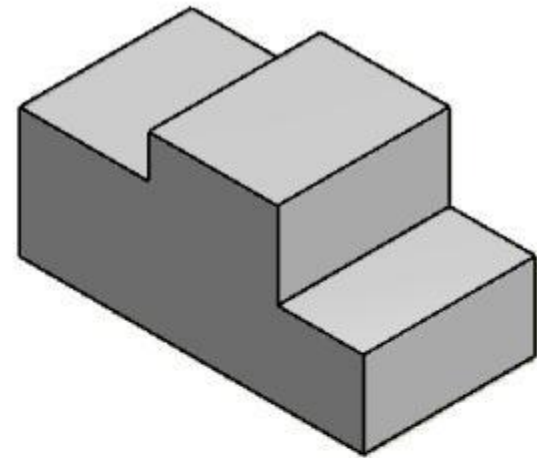
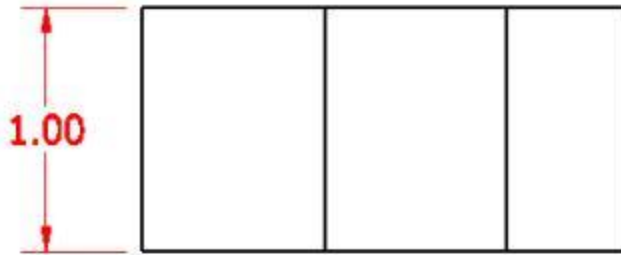
## 4. Avoid dimensioning over or through the object.



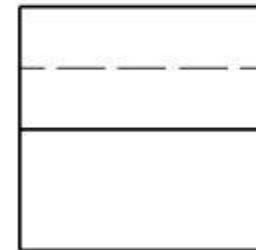
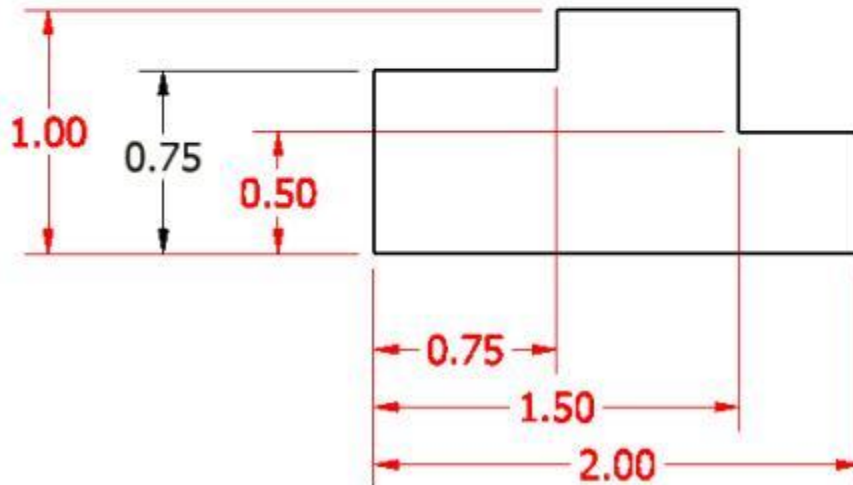
**Correct**



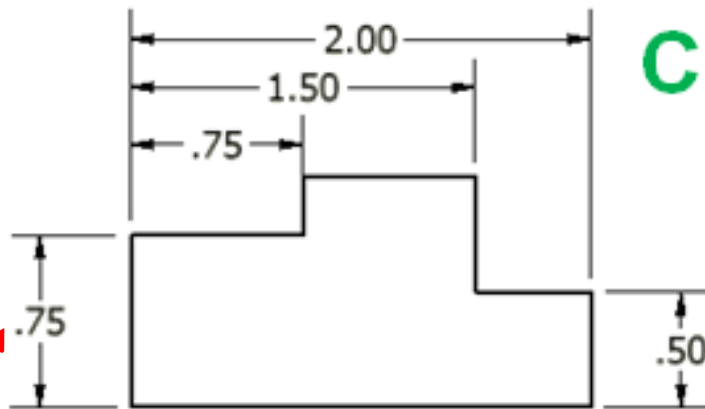
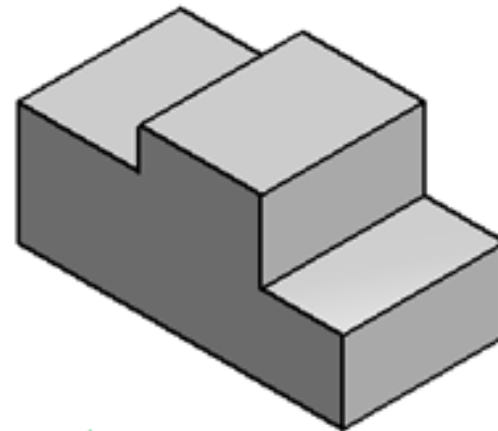
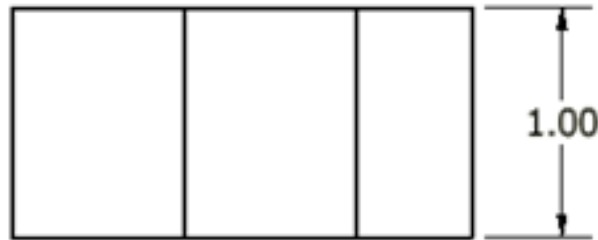
5. Whenever possible, locate dimensions between adjacent views.



**Incorrect**



## 5. Whenever possible, locate dimensions between adjacent views.

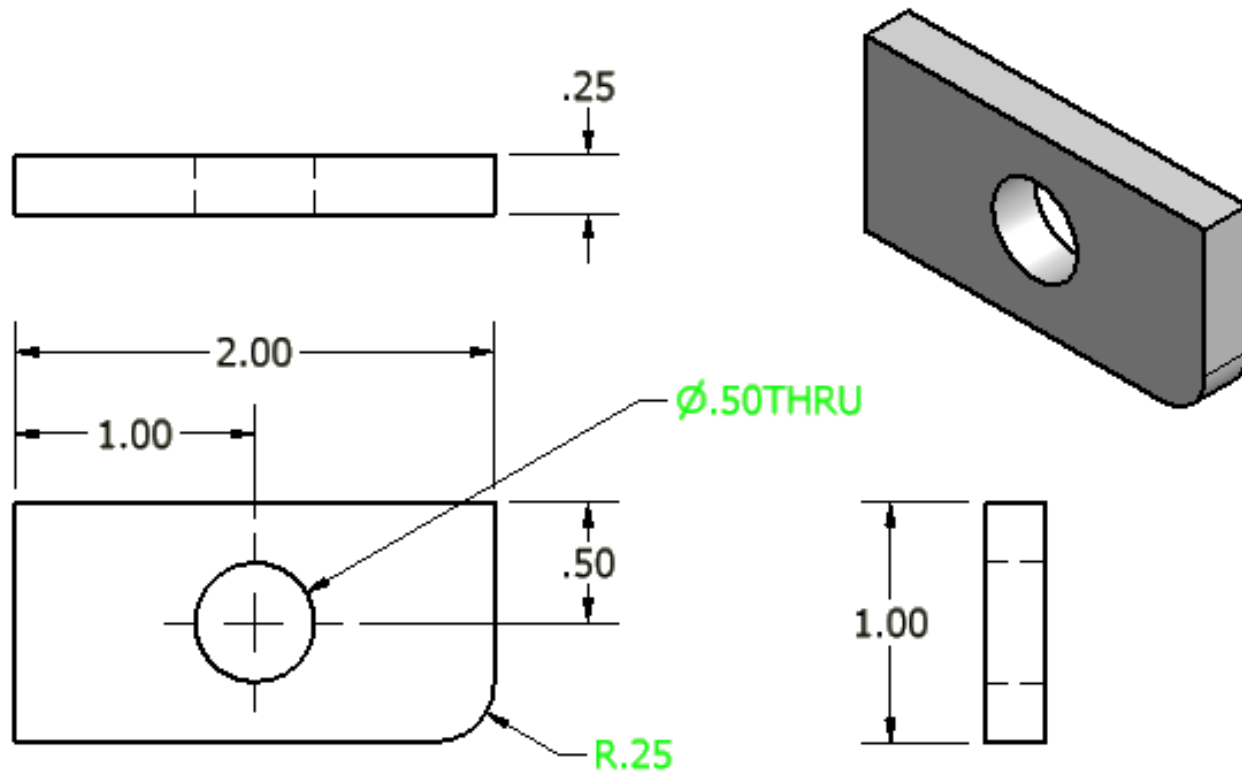


**Correct**

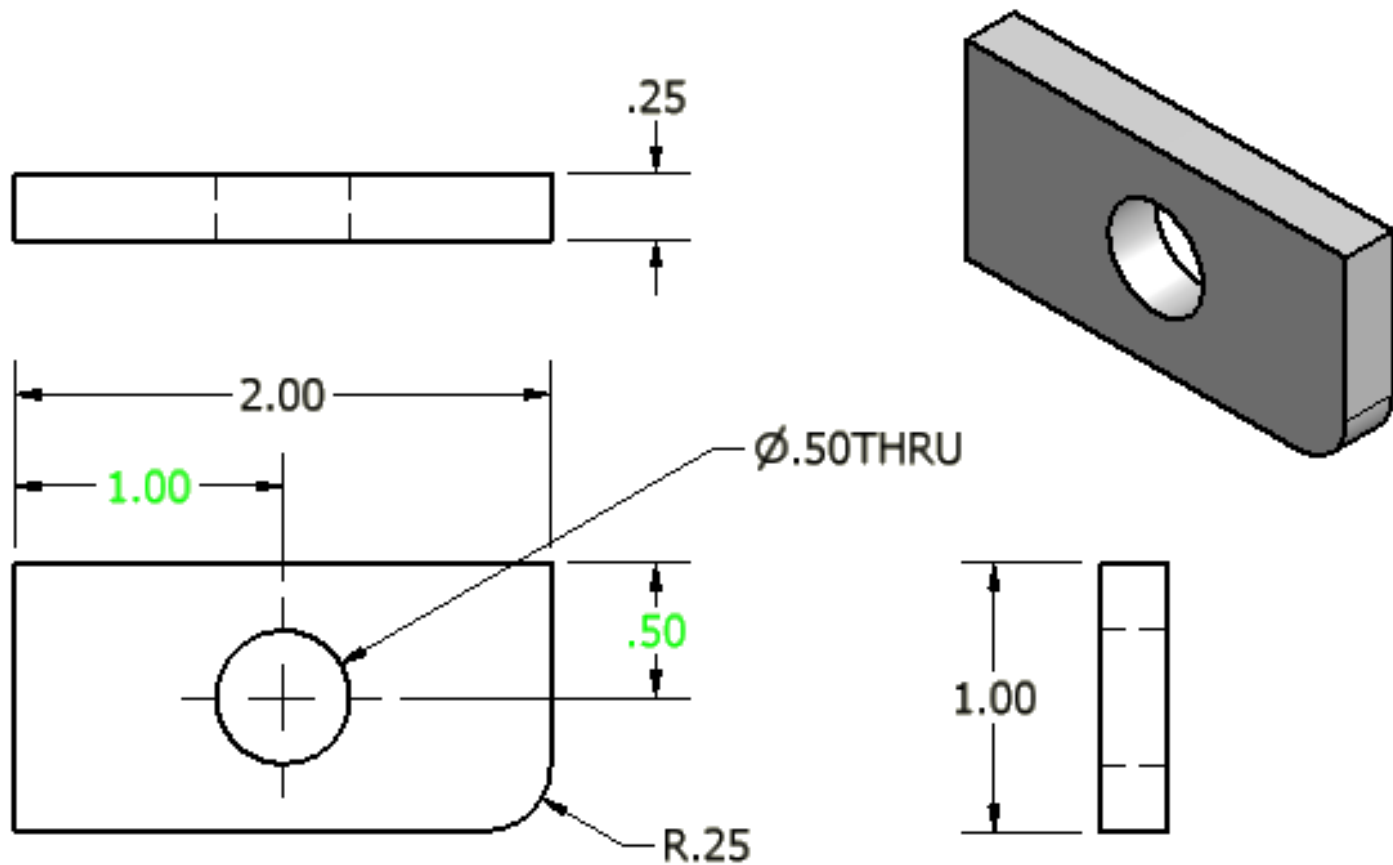


Notice this dimension is not between the views, but this is a better placement than dimensioning to the hidden line in the right side view.

6. In general, a circle is dimensioned by its diameter and an arc by its radius.



7. Holes are located by their centerlines, which may be extended and used as extension lines.





8. Holes should be located and sized in the view that shows the feature as a circle.

**Correct**

