

# Data Format for Mobile Broadband Deployment

## INSTRUCTIONS:

1. Please submit your data using the corresponding ‘*Mobile Deployment shapefile*’.
2. The shapefile must be submitted as a compressed data file (\*.zip file).
3. Add your *DBA name* to the beginning of the file name, followed by an underscore “\_”  
EXAMPLE: *AAAMobile\_Mobile\_Deployment\_<year>*).
4. Submit to [broadbandmapping@cpuc.ca.gov](mailto:broadbandmapping@cpuc.ca.gov) by the deadline.

## DATA STANDARDS:

1. Mobile wireless broadband providers should submit polygons in a shapefile format representing geographic coverage within the state of California, for each transmission technology deployed in each frequency band. The data associated with each polygon should indicate the **minimum** advertised upstream and downstream data speeds associated with that network technology in that frequency band, and the coverage area polygon should depict the boundaries where users should expect to receive those advertised speeds. If your company advertises different minimum upstream and downstream speeds in different areas of the state using the same technology and frequency band (e.g., HSPA+ on AWS spectrum), then you should submit separate polygons showing the coverage area for each speed. A variation in technology, frequency band, or speed requires the submission of a separate polygon. If your company does not advertise the minimum upstream and/or downstream data speeds, then indicate the minimum upstream/downstream data speeds that users should expect to receive within the polygon depicting the geographic coverage area of the deployed technology in the given frequency band.
2. All map areas must be closed, non-overlapping polygons with a single, unique identifier.
3. The shapefile must have an assigned projection with an accompanying .prj file.
4. The shapefile must use the WGS84 geographic coordinate system.
5. The coverage boundaries shall have a resolution of 100 meters (approximately three arc-seconds) or better. An arc-second represents the distance of latitude or longitude traversed on the earth's surface while traveling one second (1/3600th of a degree). [See ESRI Explanation of Measuring in Arc-Seconds](#). Three arc-seconds is a common resolution of terrain databases. [See USGS Standards for Digital Elevation Models](#), Part 1-General, at 1-2, 1-4.
6. The shapefile must be submitted as a \*.zip file. This can be done with a program like WinZip or, in Windows by selecting the files associated with a shapefile, right-clicking the files, then clicking ‘**Send to**’ then ‘**Compressed (zipped) folder**’.
7. In addition to the shapefile, each submitted \*.zip file must include metadata or a plain text “readme” file that contains a comprehensive explanation of the methodology employed to generate the map layer including any necessary assumptions and an assessment of the accuracy of the finished product.

**DATA FIELDS:**

The following 5 data fields must accompany each polygon. The field names must appear in the shapefile attribute table as shown below:

Field	Description	Type	Example
DBA Name	Doing Business As (DBA) Name of your company. In other words, the name of the entity customers could contact to purchase service.	Text	AAA Company
FRN	Provider FCC Registration Number – <a href="#">search here</a> (ONLY numbers no other characters)	Text	0008402202
<b>Broadband Data</b>			
Technology of Transmission (TechCode)	Category of technology for the provision service. Acceptable codes for this section are:  0 Other 83 LTE 85 CDMA-based(includes CDMA and EVDO/EVDO Rev A) 86 GSM-based(includes GSM, WCDMA/UMTS/HSPA, and HSPA+) 89 5G-NR	Integer	83
Minimum Downstream Bandwidth (MinDown)	The minimum advertised downstream bandwidth, or the downstream speed users should expect to receive in the coverage area, in Mbps. (You can enter up to 3 places after the decimal (i.e. 768 = 0.768)	Float	3
Minimum Upstream Bandwidth (MinUp)	The minimum advertised downstream bandwidth, or the downstream speed users should expect to receive in the coverage area, in Mbps. (You can enter up to 3 places after the decimal (i.e. 768 = 0.768)	Float	0.768