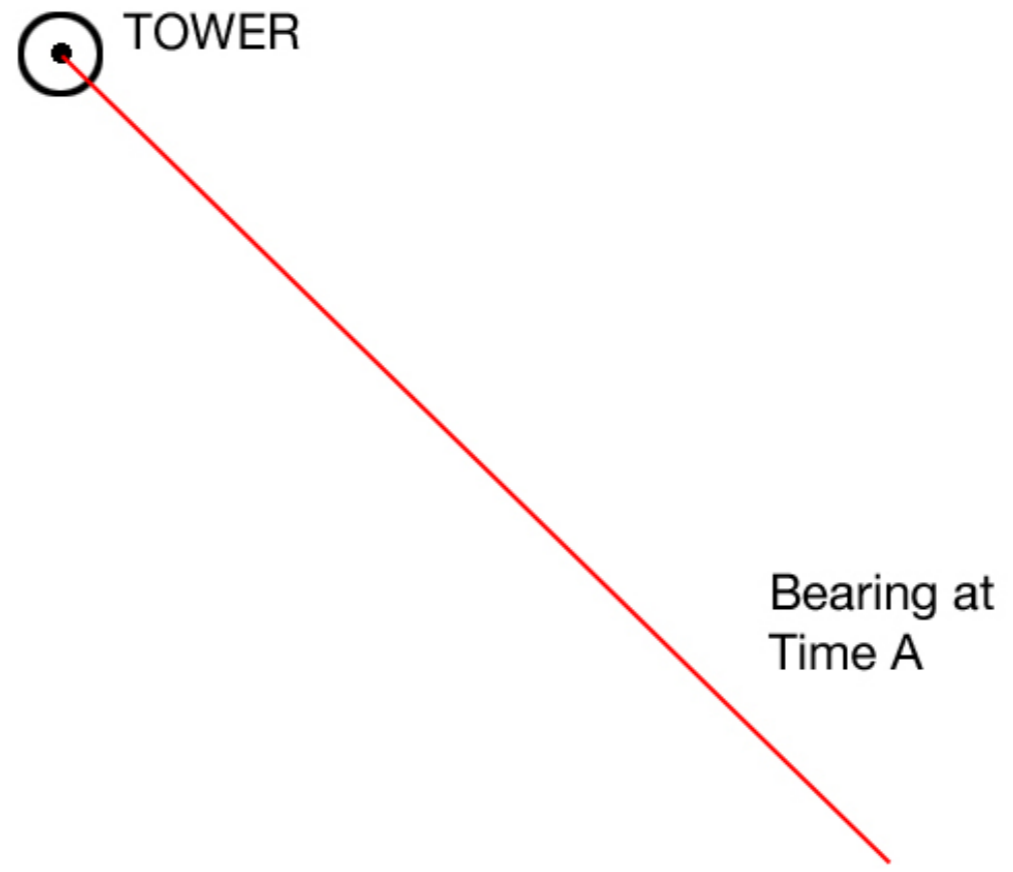


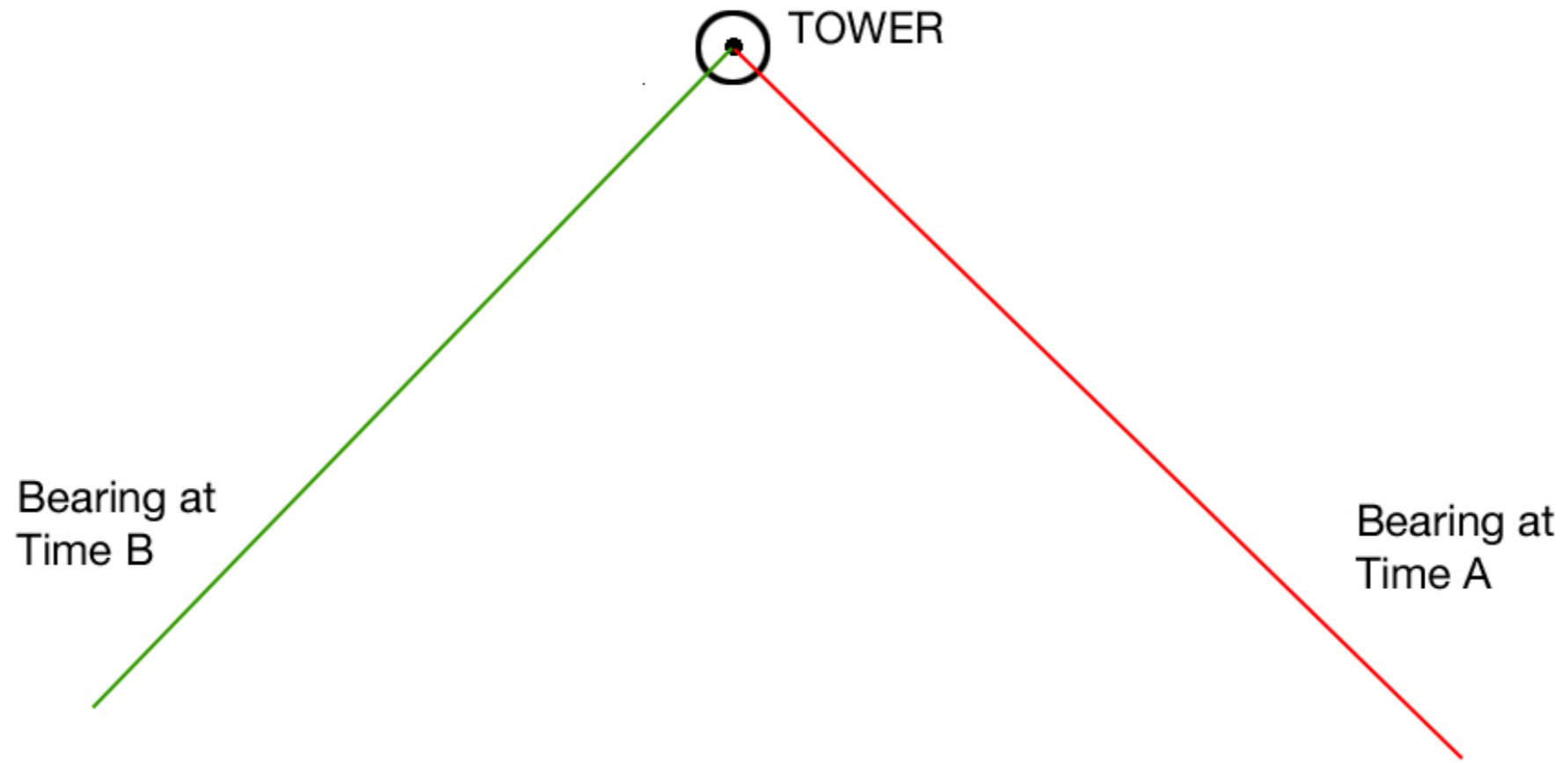
Running Fix



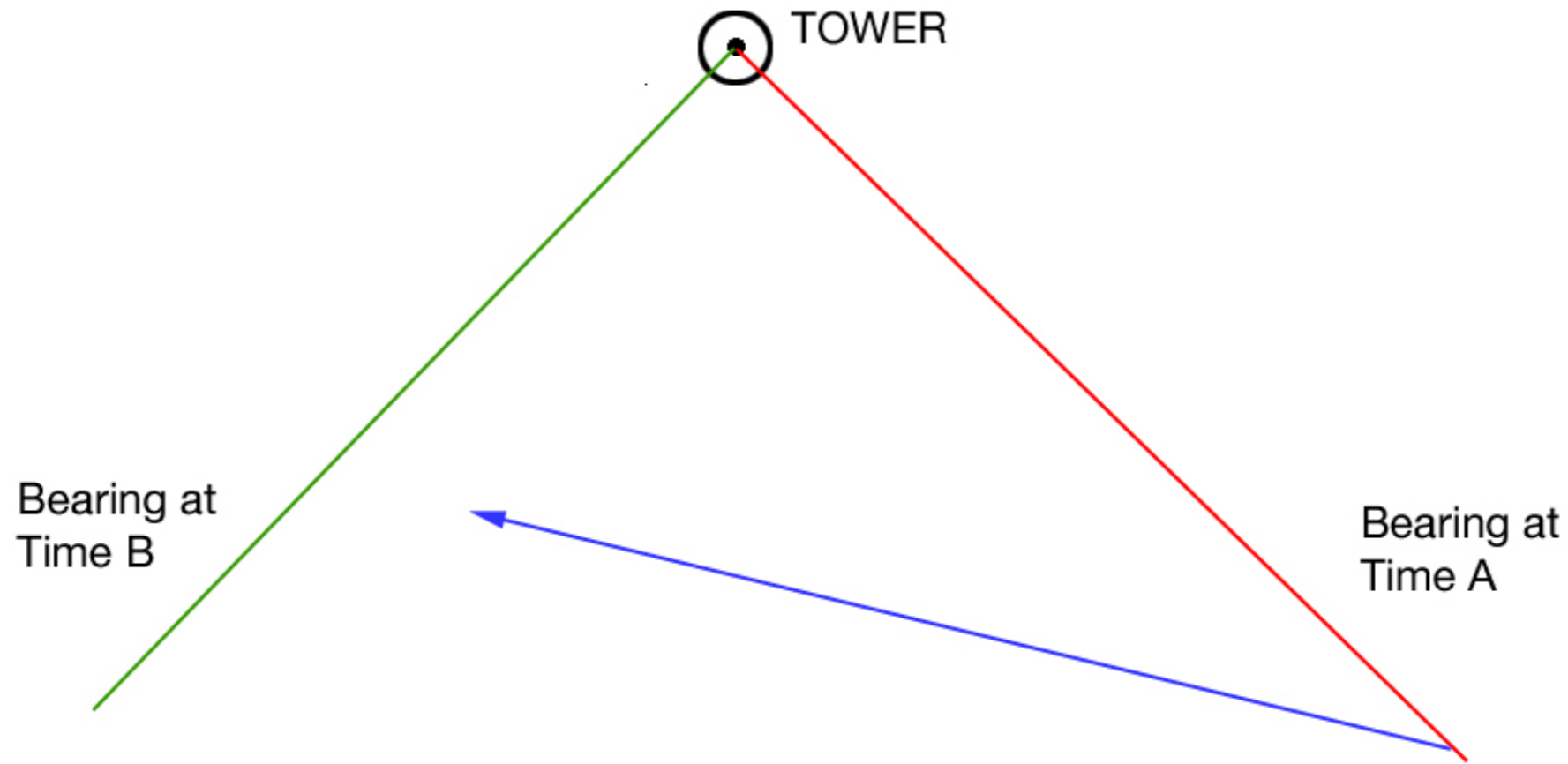
Single Charted Object



First Bearing



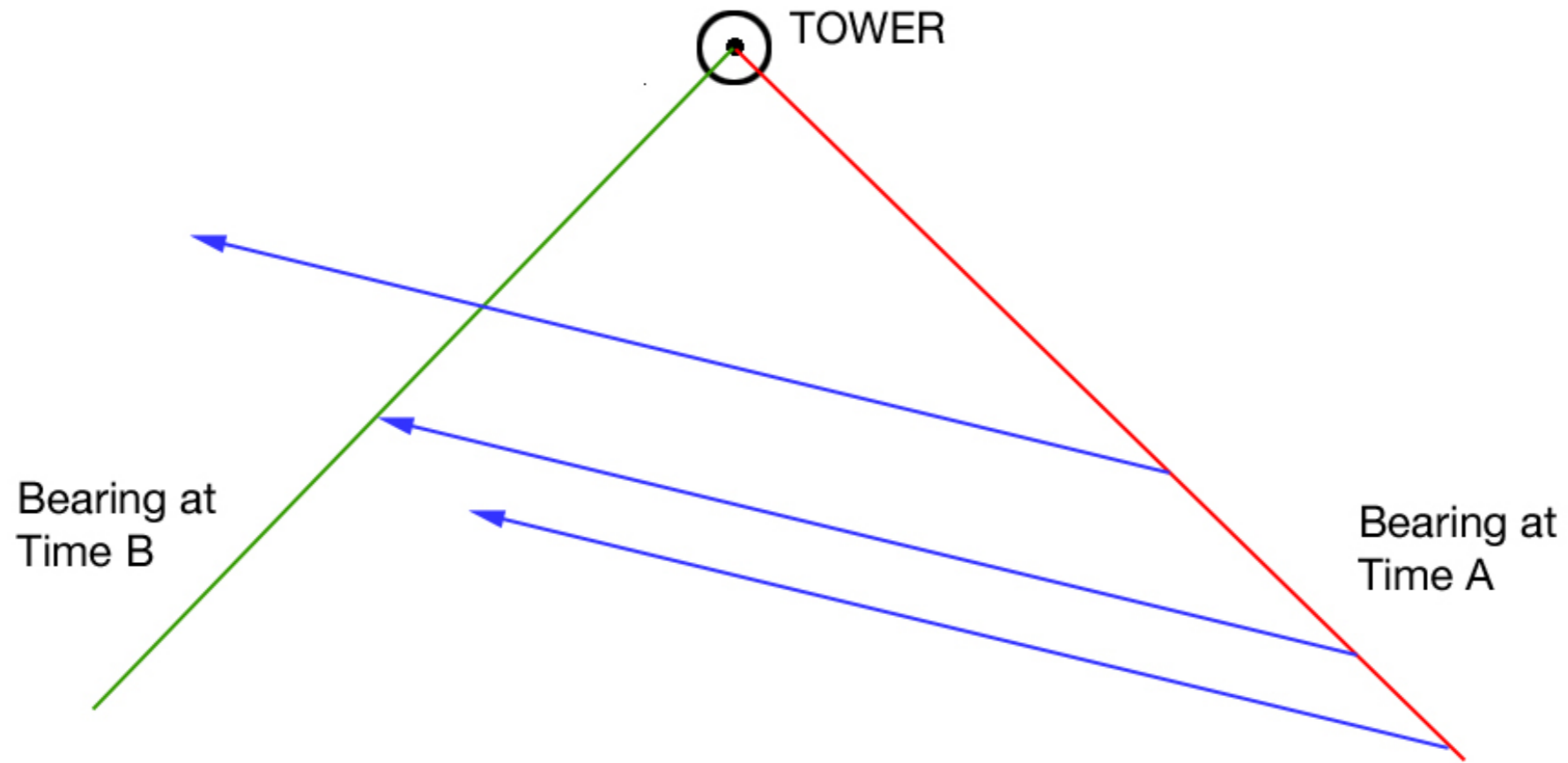
Second Bearing



Boat Vector

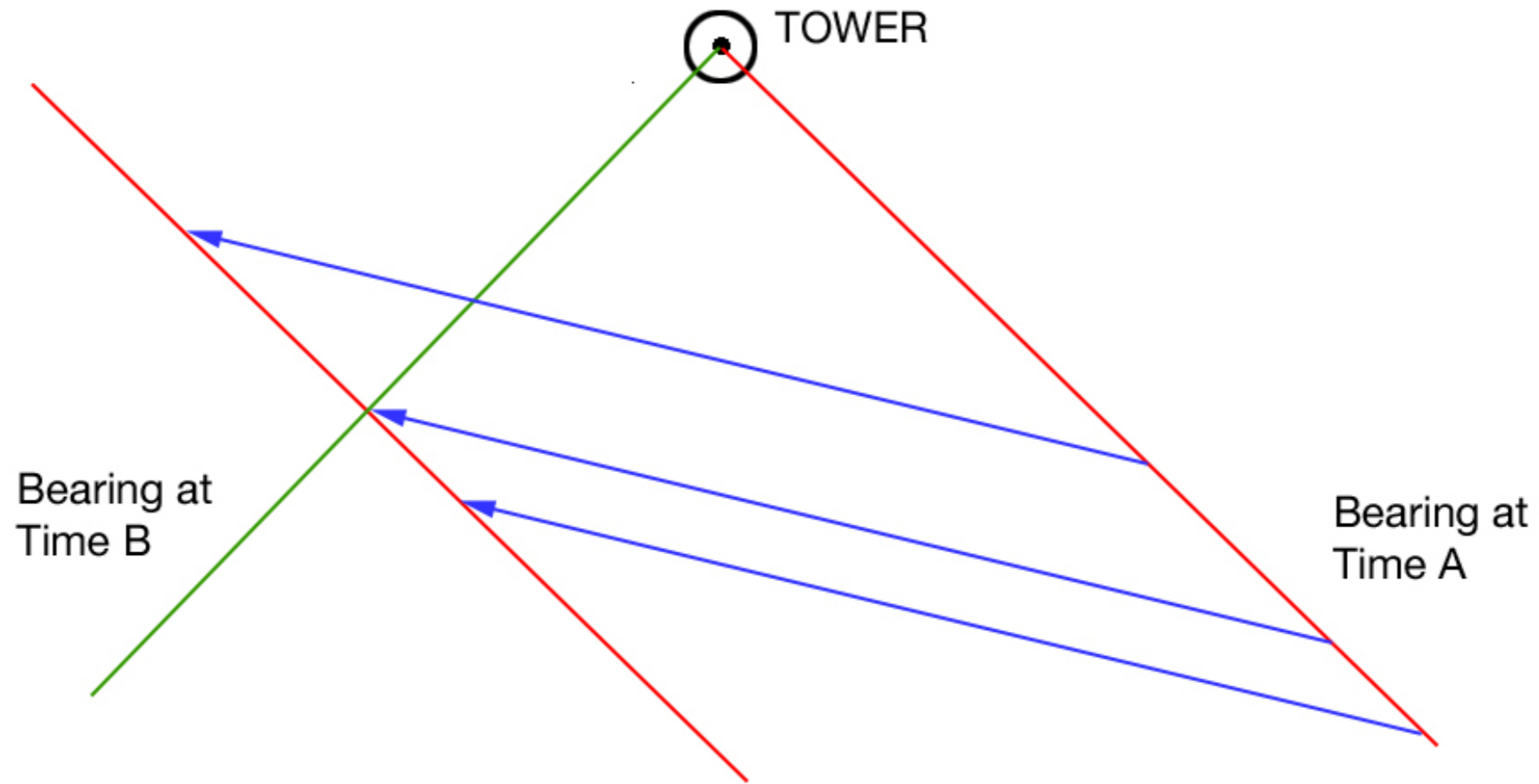
Direction = Course Steered from A -> B

Length = Distance Sailed from A -> B



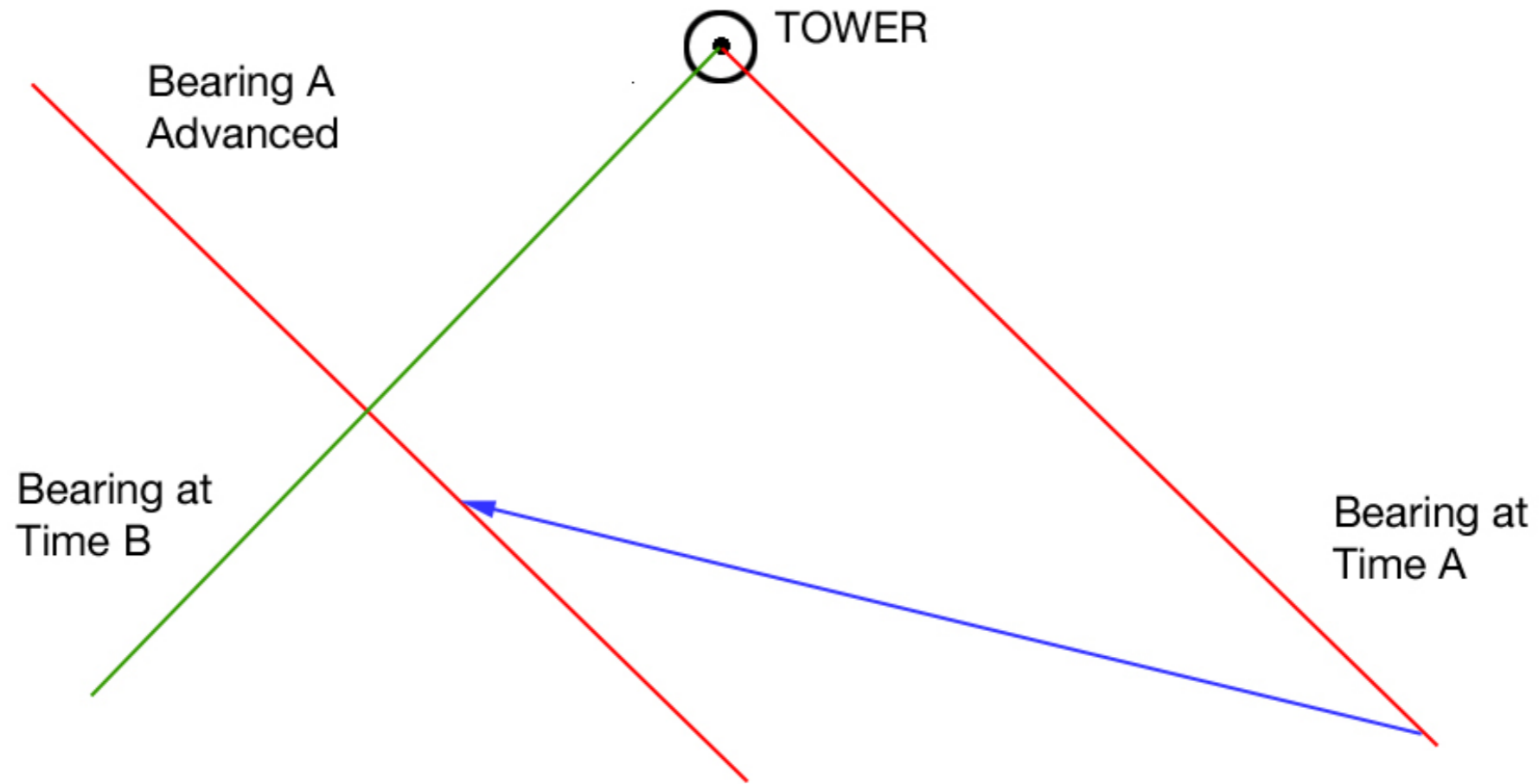
Only Fits One Place...

But takes 3 hands to plot



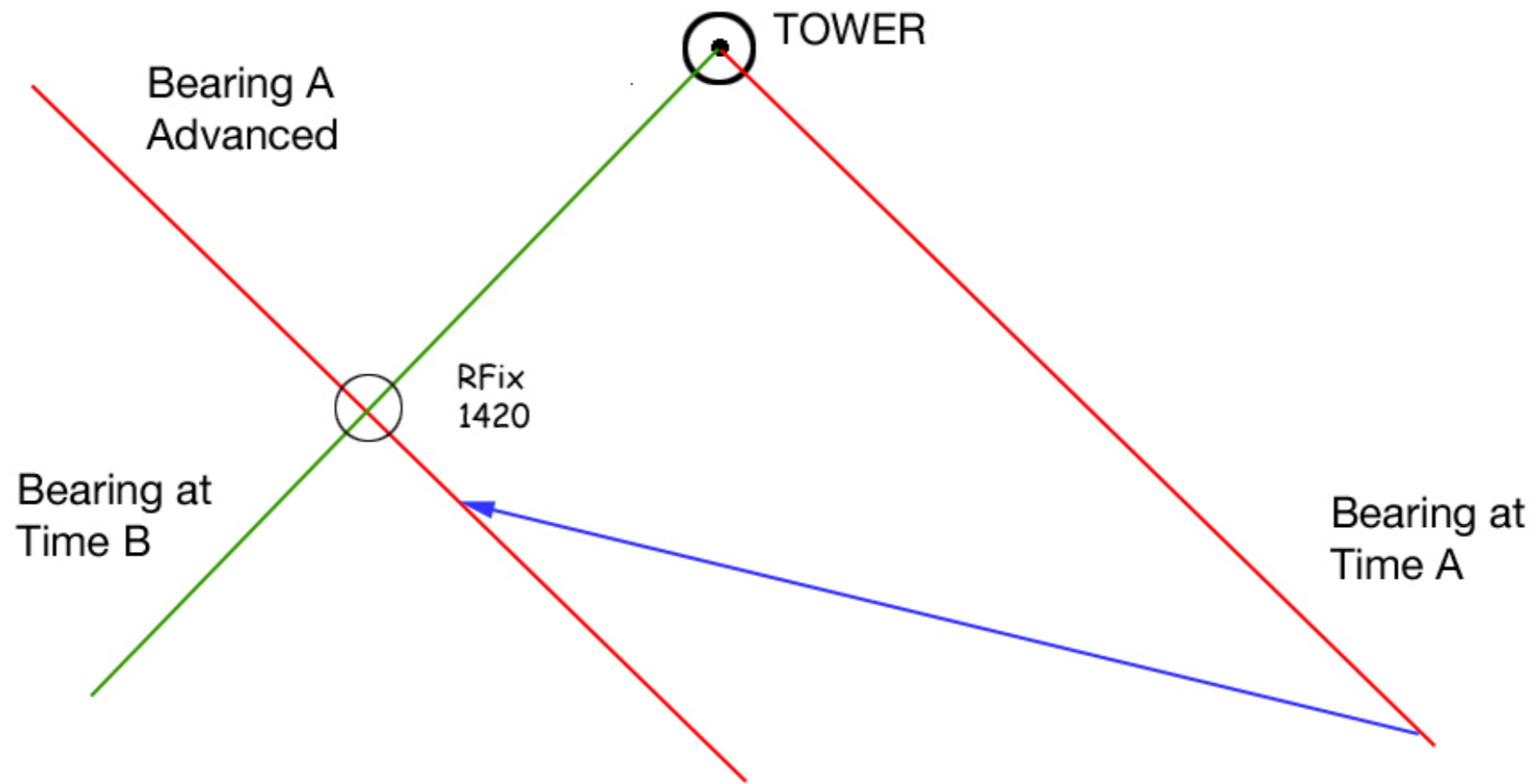
Advanced Bearing

Defined by Boat Vectors



The Correct Method

Only 1 Boat Vector Required



The Running Fix