

## Abbreviations:

- DRM - Direction of Relative Motion
- SRM - Speed of Relative Motion
- CPA - Closest Point of Approach
- TCPA - Time to CPA
- MCPA - Minutes to CPA
- BCPA - Bearing to CPA
- DTM - Direction of True Motion (targets true course)
- STM – Speed of True Motion (targets true speed)

**RTM Plot** – The same time must be used for all vectors in the same plot

**R** - Note the time, then mark and label the target.

**T**  $\longrightarrow$  **R** – Represents Own Ships true course and speed. The length represents the distance your vessel covers in the time frame you are using.

**M** – When the time you used for the T-R vector arrives, mark and label the target.

**R**  $\longrightarrow$  **M** – Relative Motion between the target and your vessel. The distance represents relative Speed.

**T**  $\longrightarrow$  **M** – Targets True Motion (True Course and Speed)

**Mx** – Location of the target when a speed or course change is to be executed.

## Rules

**T** never moves.

**R** moves right and left as your own ship turns right or left or moves towards or away from **T** as own ship decreases or increases speed.

**M** moves right and left as target turns right or left or moves towards or away from **T** as target decreases or increases speed.