

## Abbreviations:

- RML - Relative Motion Line
- NRML - New Relative Motion Line
- CPA - Closest Point of Approach

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

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

**Te**  $\rightarrow$  **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 Te-R vector arrives, mark and label the target.

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

**Te**  $\rightarrow$  **M** – Targets True Motion (True Course and Speed)

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

## Rules:

**Te** never moves. (Some people use “T” and others use “e”).

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

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