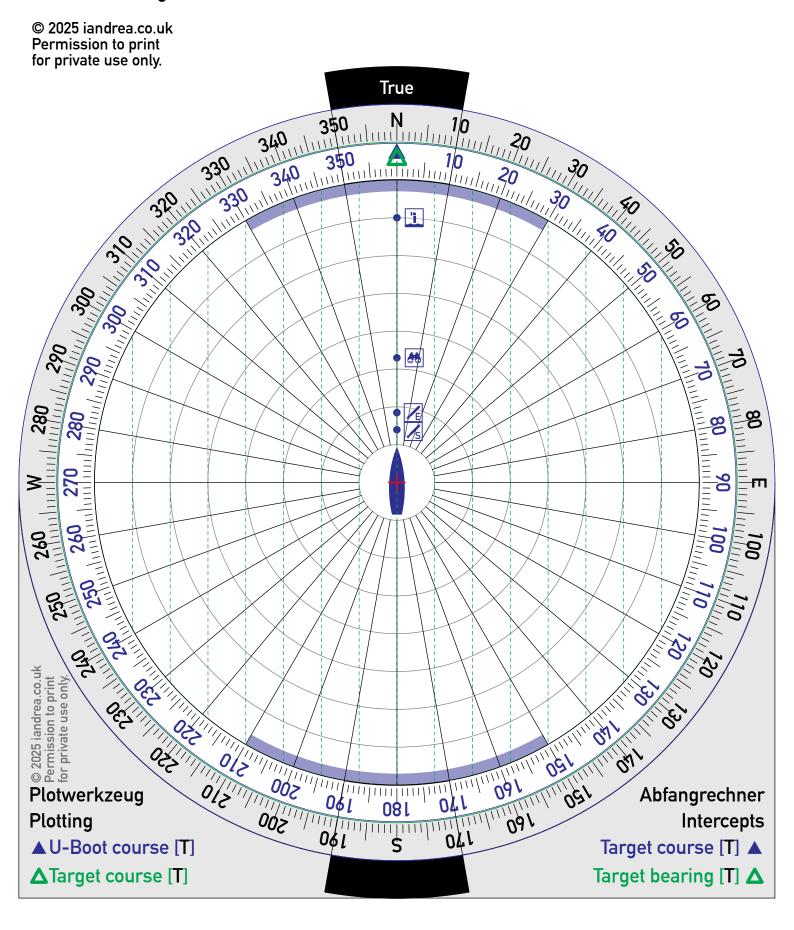
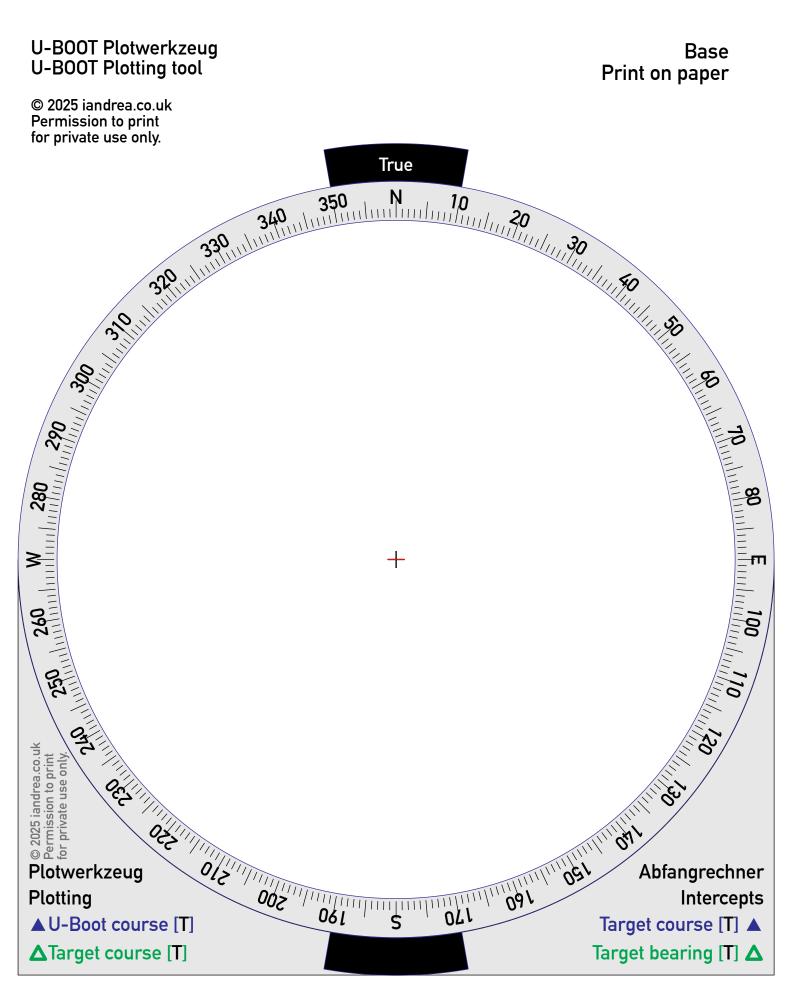
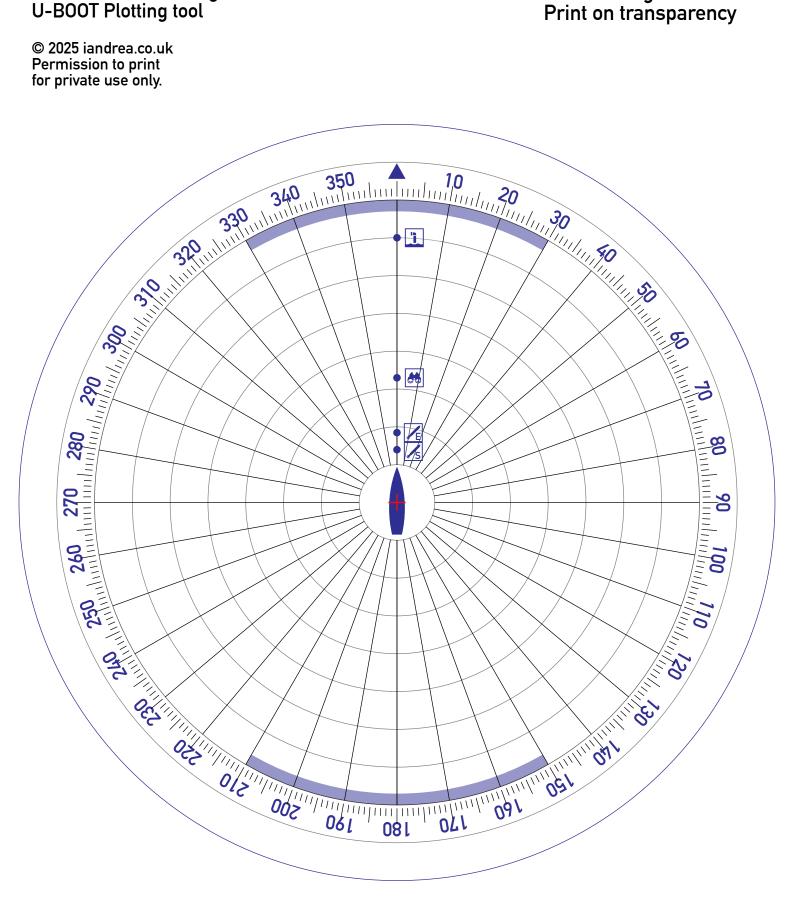
U-BOOT Plotwerkzeug U-BOOT Plotting tool

Finished appearance





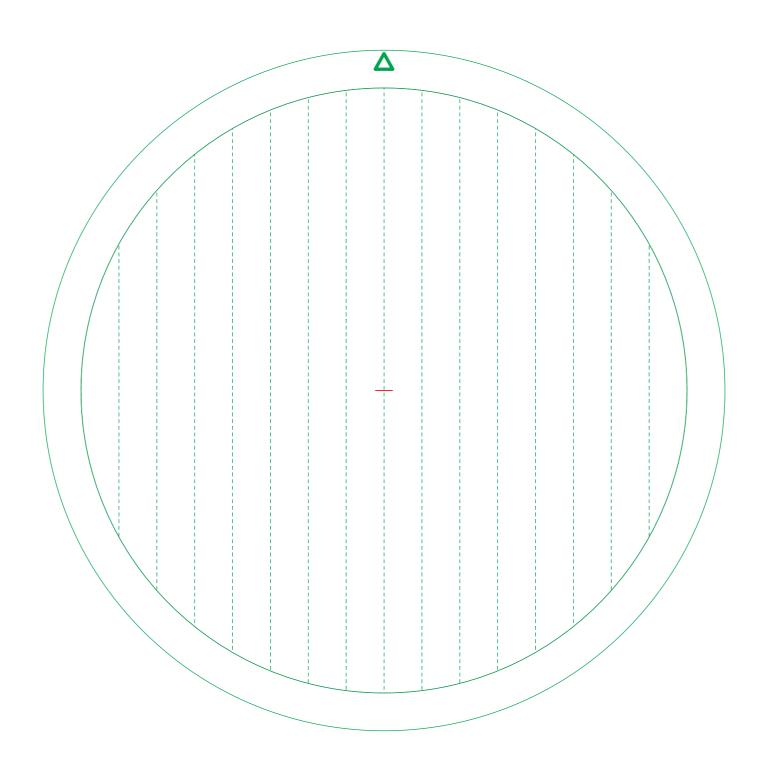
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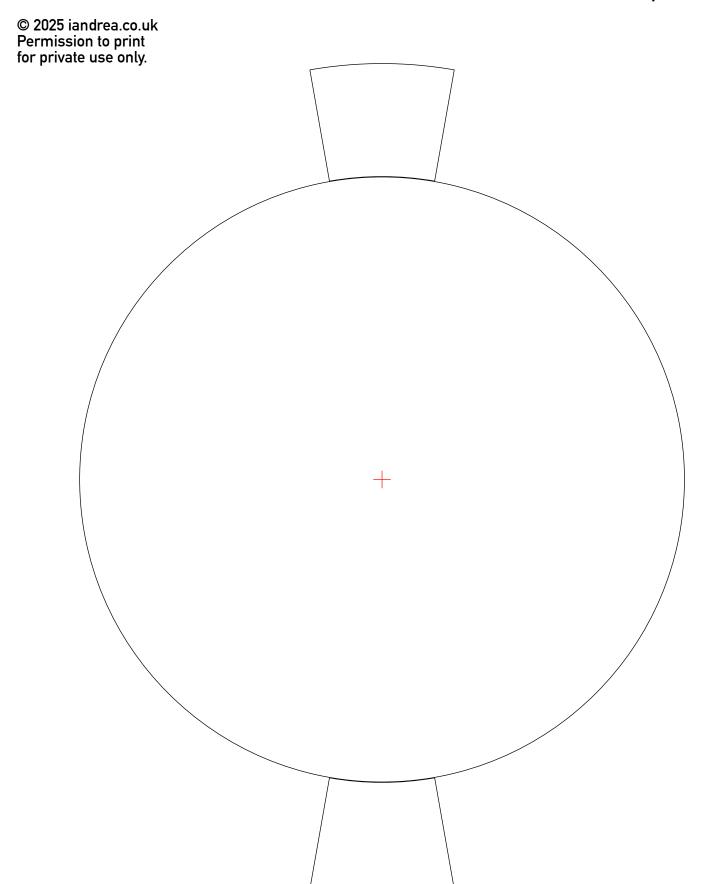


U-B00T Plotwerkzeug U-B00T Plotting tool

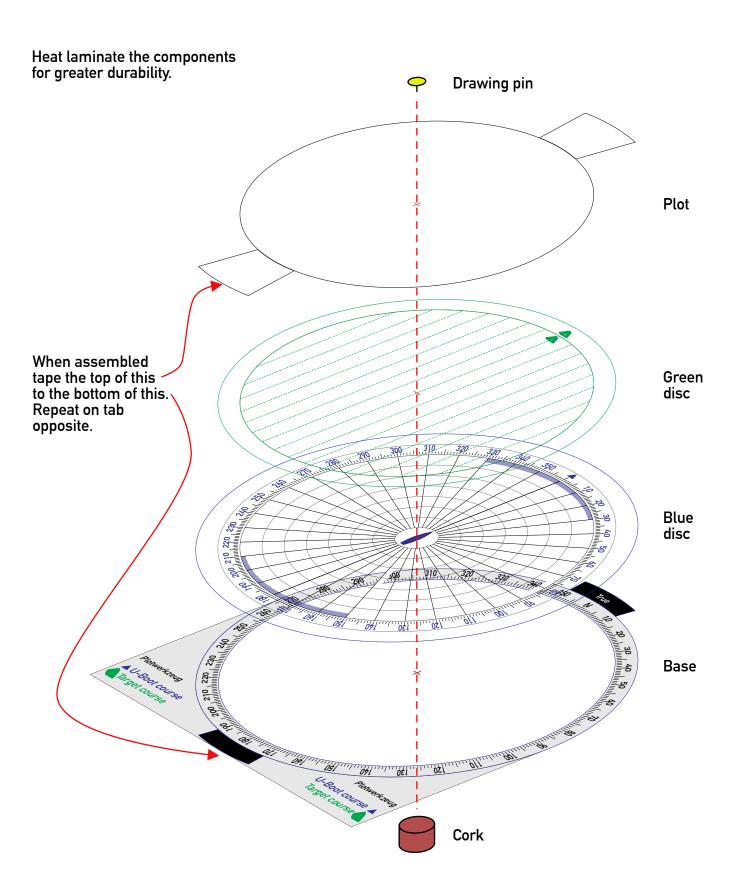
Green disc: target course; target bearing Print on transparency

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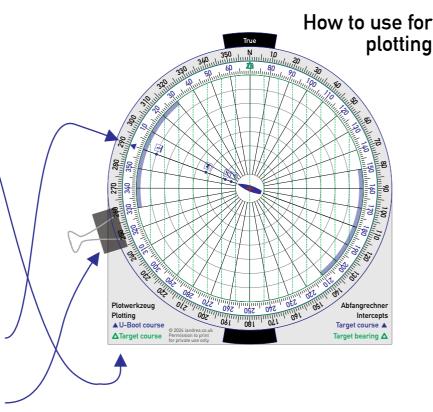
Refer to these instructions.

The U-Boot is following course 290° (northwest) when the First Officer reports a contact: Bearing 40° (ahead, right) Distance four miles Course 70°(northeast).

U-Boot on course 290°.

Rotate blue disc until the blue arrow points to 290° on the outer grey disc.

It helps to use a peg or clip on the outside edge to prevent this disc from moving (until you make a course change).



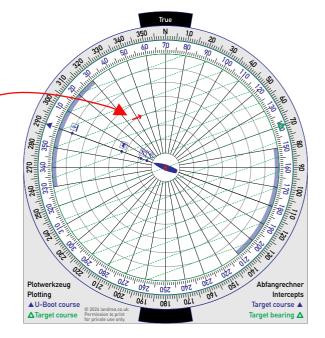
Target course 70° (northeast).

Rotate green disc until the green arrows point to 70° on the outer grey disc.

Target Bearing 40° Distance four miles

Target arrow is added with a water-soluble pen or chinagraph pencil. Use the blue rings and numbers as guidance. 4 miles, 40°.

Align the target arrow along the green dotted lines, in the direction of the green arrow.



U-BOOT Plotwerkzeug U-BOOT Plotting tool

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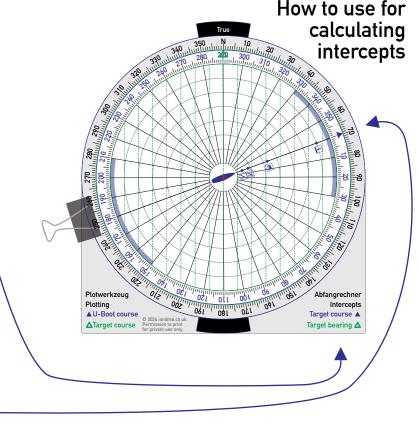
Refer to these instructions.

The U-Boot is on the surface, travelling at full speed.
The First Officer reports a merchant contact:
True bearing 40° (ahead, right)
Course 70°(northeast).

What course should we sail to intercept?

Target on course 70°.

Rotate the blue disc until the blue arrow points to 70° on the outer _ grey disc.



True 350 N 100 N

Target bearing 40°.

Rotate the green disc until the green arrows point to 40° on the outer grey disc.

Locate the appropriate blue symbol for your speed.

Periscope = submerged U-Boot

Observer = surfaced U-Boot <- this one in

this example

Torpedo E = electric torpedo

Torpedo S = steam torpedo

Trace parallel to the green lines out to the green circle, in the direction of the target's bearing.

Trace out radially to the grey circle. U-Boot needs to bear 52° true.

Assumptions

The following speeds are assumed:

Merchant ship: 7 kt U-Boot (surface): 17 kt U-Boot (submerged): 8 kt Torpedo (electric): 30 kt Torpedo (steam): 40 kt

NOTE WELL

All bearings are true.

You will need to convert the normally relative bearing of the contact to a true bearing.