# Sight Reduction

Fill out the top-left box as indicated.

Find dead-reckoning (DR) position using previous fix, heading and speed, using the time of observations. Write into the top-center box.

Perform observations.

#### For each,

- Write body (1), indicate UL/LL for Upper Limb/Lower Limb for moonand sun.
- Height Sextant (Hs, 2).
- For watch time, subtract known error and write GMT time into (2).

Find dip from yellow sheet using Height from top-left info (3)

Write known Index Correction (IC/I.C.) in (4)

For Apparent Altitude (App.Alt or Height Adjusted, Ha), add 3 & 4 and add to 6, write result in 7 and copy to below 12 to make later addition easier.

Use +/- columns.

#### For moon:

- Lookup Horizontal Parallax (HP) in alamanac and write in 8 (What's that for again, page 150?)
- Write Altitude Correction (Alt.Corr.) in (9) from page XXX, using the App.Alt to lookup correction.
- Additional Altitude Correct (Adtl.Corr, 10), from the HP correction, see instructions in almanac for picking the column (use same as for alt.corr.)
- If Upper Limb observation, write -30' in (11)
- Add 9 + 10 + 11 into 12, add to 7 into 13 for Ho. Copy to below 29

#### For Planets:

- Add 9 + 10 + 11 into 12, add to 7 into 13 for Ho. Copy to below 29
- TODO

#### For Stars:

- Add 9 + 10 + 11 into 12, add to 7 into 13 for Ho. Copy to below 29
- TODO

## For Sun:

- Add 9 + 10 + 11 into 12, add to 7 into 13 for Ho. Copy to below 29
- TODO

## For Polaris:

- Lookup Alt.Corr for stars in alamanac yellow pages, write in (9)
- Look Q in alamanc table 6.
- Add 9 + 10 + 11 into 12, add to 7 into 13 for Ho.
- This is the latitude, **stop**, this can be drawn as a LOP onto the UPS

# **Terminology**

- (X) Cell labelled X
- Y Aries
- **CT** Civil Twilight
- "Daily page" Almanac page for GMT Date (G)
- **DR** Dead Reckoning
- GHA Global Hour Angle

- **GMT** Greenwich Mean Time
- *Hc* Altitude = angle over horizon
- LHA Local Hour Angle
- **UPS** Universal Plotting Sheet
- SHA Sidereal Hour Angle
- **RA** Right Ascension
- **Zn** Azimuth = direction on horizon