Passage Plan 'Quick Reckoner' Table

All times relate to HW Sheerness

Route?	Average Boat Speed?	Springs or Neaps?	Any Time adjustment? (see page 3)	Page No of Core Route Table
Ramsgate to Blackwater via Fisherman's Gat and Sunk Beacon	5 kts	Springs	None used in this example	A

This example assumes we want to get to the Sunk Beacon (the middle of Sector A5) about one hour before HW Sheerness

Sector Numbers for the chosen Route taken from the Table to the left

Sectors from Table	A1	A2	A3	A4	A5	A6	A7	
Insert times from Table – these are the time of starting each sector Start at any tidal gates and work backwards and forwards, or Chose a preferred start or finish time	-5.15 (using -4.03)	-4.00 (using -3.18)	-3.15 (using -2.04)	-2.00 (using -1.29)	-1.30 (Sunk @-1.00, Exit -0.40)	-0.45 (exit +0.55)	+1.00 (arrive Landfall +3.20)	Not Used

This example starts at the tidal gate and works backwards; then forwards from the tidal gate.

← *Working backwards from tidal gate at Sunk Beacon*

Working forward →

Route?	Average Boat Speed?	Springs or Neaps?	Time Adjustment?	Page No

Sector Numbers

Sectors from Table								
Insert times from Table – these are the time of starting each sector Start at any tidal gates and work backwards and forwards, or Chose a preferred start or finish time →								
Alternative choice 1 →								
Alternative choice 2 →								
Alternative choice 3 →								