

Three Body Fix Using Intersections of Circles of Equal Altitude

Body ₁	DENEB	Limb	<input type="button" value=""/>	GMT	<input type="button" value="4:18:14"/>
		GHA ₁	<input type="button" value="353 deg."/>	<input type="button" value="9 min"/>	
		Dec ₁	<input type="button" value="45 deg."/>	<input type="button" value="17.2 min."/>	<input type="button" value="N"/>
		Ho ₁	<input type="button" value="13 deg."/>	<input type="button" value="2.7 min"/>	
Body ₂	POLLUX	Limb	<input type="button" value=""/>	GMT	<input type="button" value="4:24:13"/>
		GHA ₂	<input type="button" value="187 deg."/>	<input type="button" value="9.8 min"/>	
		Dec ₂	<input type="button" value="28 deg."/>	<input type="button" value="1.2 min."/>	<input type="button" value="N"/>
		Ho ₂	<input type="button" value="37 deg."/>	<input type="button" value="38.1 min"/>	
Body ₃	SPICA	Limb	<input type="button" value=""/>	GMT	<input type="button" value="4:28:24"/>
		GHA ₃	<input type="button" value="102 deg."/>	<input type="button" value="11.6 min"/>	
		Dec ₃	<input type="button" value="11 deg."/>	<input type="button" value="10.8 min."/>	<input type="button" value="S"/>
		Ho ₃	<input type="button" value="27 deg."/>	<input type="button" value="45.6 min"/>	

Date @ Greenwich Day Month Year

**Enter Data
Into
Yellow Cells**

Latitude of Fix
 Longitude of Fix

[Click to view 2 Body Fix Using Intersections of Circles of Equal Altitude](#)

Upper Intersections of Circles of Equal Altitude

Use in Calculating Fix <input checked="" type="checkbox"/> Yes Body ₁ & Body ₂ Lat <input type="button" value="48 deg."/> <input type="button" value="8.48 min"/> <input type="button" value="N"/> Body ₁ & Body ₂ Lon <input type="button" value="123 deg."/> <input type="button" value="26.09 min"/> <input type="button" value="W"/>	Use in Calculating Fix <input checked="" type="checkbox"/> Yes Body ₁ & Body ₃ Lat <input type="button" value="48 deg."/> <input type="button" value="8.43 min"/> <input type="button" value="N"/> Body ₁ & Body ₃ Lon <input type="button" value="123 deg."/> <input type="button" value="25.96 min"/> <input type="button" value="W"/>	Use in Calculating Fix <input checked="" type="checkbox"/> Yes Body ₂ & Body ₃ Lat <input type="button" value="48 deg."/> <input type="button" value="8.39 min"/> <input type="button" value="N"/> Body ₂ & Body ₃ Lon <input type="button" value="123 deg."/> <input type="button" value="26.09 min"/> <input type="button" value="W"/>
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Lower Intersections of Circles of Equal Altitude

Use in Calculating Fix <input type="checkbox"/> No Body ₁ & Body ₂ Lat <input type="button" value="32 deg."/> <input type="button" value="9.37 min"/> <input type="button" value="N"/> Body ₁ & Body ₂ Lon <input type="button" value="111 deg."/> <input type="button" value="41.10 min"/> <input type="button" value="E"/>	Use in Calculating Fix <input type="checkbox"/> No Body ₁ & Body ₃ Lat <input type="button" value="20 deg."/> <input type="button" value="4.16 min"/> <input type="button" value="S"/> Body ₁ & Body ₃ Lon <input type="button" value="146 deg."/> <input type="button" value="54.70 min"/> <input type="button" value="W"/>	Use in Calculating Fix <input type="checkbox"/> No Body ₂ & Body ₃ Lat <input type="button" value="20 deg."/> <input type="button" value="23.87 min"/> <input type="button" value="S"/> Body ₂ & Body ₃ Lon <input type="button" value="166 deg."/> <input type="button" value="31.93 min"/> <input type="button" value="W"/>
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