











## Big Pine Key, Bogie Channel Bridge, FL - Mar 2039

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Tue	3:57	0.6	3:42	0.8	9:16	0.2	10:47	0.0	6:47	6:27	
2	Wed	4:56	0.4	4:26	0.8	9:48	0.3	11:55	0.0	6:46	6:28	
3	Thu	6:28	0.4	5:25	0.8	10:31	0.4			6:45	6:28	
4	Fri	8:26	0.4	6:40	0.8	1:08	-0.1	11:44 AM	0.4	6:44	6:29	
5	Sat	9:31	0.4	7:55	0.8	2:15	-0.1	1:06	0.4	6:43	6:29	
6	Sun	10:07	0.5	8:58	0.9	3:10	-0.2	2:13	0.4	6:43	6:30	
7	Mon	10:37	0.5	9:52	1.0	3:54	-0.2	3:08	0.3	6:42	6:30	
8	Tue	11:07	0.6	10:41	1.1	4:31	-0.2	3:56	0.2	6:41	6:31	
9	Wed	11:37	0.7	11:28	1.1	5:05	-0.2	4:42	0.0	6:40	6:31	
10	Thu			12:08	0.8	5:38	-0.2	5:26	-0.1	6:39	6:32	
11	Fri	12:14	1.1	12:40	0.9	6:10	-0.2	6:12	-0.2	6:38	6:32	
12	Sat	1:01	1.1	1:13	1.0	6:43	-0.1	7:01	-0.3	6:37	6:32	
13	Sun	1:49	1.0	2:47	1.0	8:17	0.0	8:53	-0.4	7:36	7:33	
14	Mon	3:40	0.8	3:25	1.1	8:53	0.1	9:50	-0.4	7:35	7:33	
15	Tue	4:36	0.7	4:08	1.1	9:31	0.2	10:55	-0.3	7:34	7:34	
16	Wed	5:44	0.5	5:00	1.0	10:16	0.3			7:33	7:34	
17	Thu	7:15	0.4	6:08	1.0	12:08	-0.3	11:13 AM	0.3	7:32	7:35	
18	Fri	8:57	0.4	7:35	1.0	1:27	-0.2	12:31	0.4	7:31	7:35	
19	Sat	10:08	0.5	9:00	1.0	2:44	-0.2	1:57	0.4	7:30	7:36	
20	Sun	10:55	0.6	10:11	1.0	3:51	-0.2	3:14	0.3	7:29	7:36	
21	Mon	11:33	0.7	11:09	1.0	4:43	-0.2	4:18	0.2	7:28	7:36	
22	Tue			12:05	0.7	5:23	-0.1	5:12	0.1	7:27	7:37	
23	Wed			12:34	0.8	5:58	-0.1	5:58	0.0	7:26	7:37	
24	Thu	12:42	1.0	1:01	0.9	6:30	0.0	6:41	-0.1	7:24	7:38	
25	Fri	1:22	1.0	1:27	1.0	7:01	0.0	7:21	-0.1	7:23	7:38	
26	Sat	1:59	0.9	1:53	1.0	7:31	0.1	8:01	-0.2	7:22	7:39	
27	Sun	2:36	0.9	2:20	1.0	8:00	0.2	8:41	-0.2	7:21	7:39	
28	Mon	3:12	0.8	2:49	1.0	8:27	0.2	9:23	-0.1	7:20	7:39	
29	Tue	3:52	0.7	3:20	1.0	8:53	0.3	10:10	-0.1	7:19	7:40	
30	Wed	4:36	0.6	3:55	0.9	9:18	0.4	11:04	-0.1	7:18	7:40	

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
31	Thu	5:32	0.5	4:36	0.9	9:43	0.4			7:17	7:41	