



























Kings Bay, Crystal River, FL - Feb 2014

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Sat	5:05	2.5	5:46	2.0			12:08	-0.1	7:18	6:09	
2	Sun	5:51	2.4	6:23	2.1	12:10	0.3	12:46	0.0	7:18	6:10	
3	Mon	6:37	2.2	7:03	2.1	12:57	0.2	1:21	0.2	7:17	6:10	
4	Tue	7:24	2.0	7:45	2.1	1:45	0.2	1:57	0.4	7:16	6:11	
5	Wed	8:14	1.8	8:30	2.1	2:38	0.3	2:33	0.5	7:16	6:12	
6	Thu	9:06	1.6	9:17	2.1	3:37	0.4	3:14	0.7	7:15	6:13	
7	Fri	9:57	1.4	10:04	2.0	4:42	0.4	4:04	0.8	7:14	6:14	
8	Sat	10:51	1.3	10:57	2.0	5:53	0.5	5:14	0.9	7:14	6:14	
9	Sun	11:59	1.2	11:59	2.0	6:59	0.4	6:29	0.9	7:13	6:15	
10	Mon			1:29	1.2	7:54	0.4	7:30	0.9	7:12	6:16	
11	Tue	1:08	2.0	2:34	1.3	8:43	0.3	8:21	0.8	7:11	6:17	
12	Wed	2:08	2.1	3:14	1.5	9:28	0.3	9:09	0.7	7:11	6:18	
13	Thu	2:58	2.2	3:49	1.6	10:12	0.2	9:56	0.6	7:10	6:18	
14	Fri	3:42	2.2	4:23	1.7	10:52	0.2	10:42	0.5	7:09	6:19	
15	Sat	4:24	2.3	4:57	1.9	11:28	0.1	11:24	0.4	7:08	6:20	
16	Sun	5:04	2.3	5:31	2.0			12:01	0.1	7:07	6:21	
17	Mon	5:43	2.3	6:06	2.1	12:03	0.3	12:32	0.2	7:06	6:21	
18	Tue	6:24	2.2	6:42	2.1	12:40	0.3	1:01	0.3	7:06	6:22	
19	Wed	7:09	2.0	7:22	2.2	1:20	0.2	1:31	0.4	7:05	6:23	
20	Thu	7:58	1.9	8:06	2.2	2:06	0.2	2:01	0.6	7:04	6:23	
21	Fri	8:53	1.7	8:56	2.2	3:02	0.3	2:36	0.7	7:03	6:24	
22	Sat	9:51	1.6	9:49	2.2	4:11	0.3	3:23	0.8	7:02	6:25	
23	Sun	10:52	1.4	10:47	2.2	5:30	0.3	4:41	0.9	7:01	6:26	
24	Mon			12:08	1.3	6:45	0.2	6:18	0.9	7:00	6:26	
25	Tue			1:33	1.4	7:47	0.1	7:29	0.8	6:59	6:27	
26	Wed	1:12	2.2	2:36	1.5	8:41	0.1	8:27	0.7	6:58	6:28	
27	Thu	2:19	2.3	3:22	1.7	9:31	0.0	9:23	0.5	6:57	6:28	
28	Fri	3:16	2.3	4:01	1.8	10:19	0.0	10:18	0.3	6:56	6:29	