



























Mandalay, Aucilla River, FL - Feb 2046

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Thu			1:04	1.5	6:30	-0.3	5:36	1.0	7:25	6:13	
2	Fri			1:31	1.7	7:21	-0.4	6:50	0.9	7:25	6:13	
3	Sat	12:22	2.0	1:57	1.8	8:01	-0.4	7:38	0.7	7:24	6:14	
4	Sun	1:08	2.1	2:22	1.9	8:35	-0.4	8:17	0.5	7:23	6:15	
5	Mon	1:46	2.2	2:46	2.0	9:04	-0.4	8:52	0.4	7:23	6:16	
6	Tue	2:20	2.2	3:10	2.1	9:29	-0.3	9:26	0.2	7:22	6:17	
7	Wed	2:52	2.2	3:32	2.2	9:52	-0.2	9:59	0.1	7:21	6:18	
8	Thu	3:25	2.1	3:53	2.2	10:14	-0.2	10:31	0.1	7:21	6:18	
9	Fri	3:58	2.0	4:14	2.2	10:36	0.0	11:05	0.0	7:20	6:19	
10	Sat	4:35	1.9	4:34	2.2	11:00	0.1	11:40	0.0	7:19	6:20	
11	Sun	5:17	1.8	4:57	2.2	11:28	0.3			7:18	6:21	
12	Mon	6:10	1.6	5:23	2.1	12:22	0.0	11:59 AM	0.5	7:17	6:22	
13	Tue	7:28	1.4	5:57	2.0	1:17	0.1	12:39	0.7	7:17	6:22	
14	Wed	9:30	1.3	6:46	1.9	2:38	0.1	1:38	0.9	7:16	6:23	
15	Thu	11:21	1.5	8:10	1.9	4:20	0.0	3:19	1.0	7:15	6:24	
16	Fri			12:22	1.7	5:41	-0.2	5:08	1.0	7:14	6:25	
17	Sat			1:04	1.9	6:41	-0.4	6:24	0.9	7:13	6:26	
18	Sun			1:38	2.1	7:29	-0.6	7:19	0.6	7:12	6:26	
19	Mon	12:34	2.3	2:10	2.2	8:11	-0.6	8:06	0.4	7:11	6:27	
20	Tue	1:28	2.5	2:39	2.3	8:49	-0.6	8:50	0.1	7:10	6:28	
21	Wed	2:18	2.6	3:06	2.4	9:24	-0.4	9:34	-0.1	7:09	6:29	
22	Thu	3:07	2.5	3:31	2.4	9:55	-0.2	10:18	-0.3	7:08	6:29	
23	Fri	3:55	2.4	3:56	2.4	10:23	0.0	11:03	-0.4	7:07	6:30	
24	Sat	4:44	2.1	4:19	2.4	10:49	0.3	11:51	-0.4	7:06	6:31	
25	Sun	5:36	1.8	4:43	2.4	11:11	0.5			7:05	6:32	
26	Mon	6:39	1.5	5:09	2.3	12:46	-0.3	11:30 AM	0.7	7:04	6:32	
27	Tue	8:13	1.2	5:39	2.1	1:57	-0.1	11:43 AM	0.9	7:03	6:33	
28	Wed			6:26	1.9	3:31	0.0			7:02	6:34	