
















## Mandalay, Aucilla River, FL - Mar 2058

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Fri	7:35	1.3	5:37	2.0	1:28	0.1	12:12	0.8	7:01	6:35	
2	Sat	9:45	1.3	6:11	1.8	2:51	0.2	12:41	1.0	7:00	6:35	
3	Sun	11:52	1.4	7:21	1.7	4:36	0.2	2:18	1.1	6:58	6:36	
4	Mon			12:31	1.6	5:56	0.1	5:03	1.1	6:57	6:37	
5	Tue			12:59	1.7	6:49	0.0	6:27	0.9	6:56	6:37	
6	Wed			1:25	1.9	7:29	-0.1	7:13	0.7	6:55	6:38	
7	Thu	12:32	2.0	1:51	2.0	8:01	-0.2	7:49	0.6	6:54	6:39	
8	Fri	1:10	2.1	2:15	2.1	8:28	-0.2	8:23	0.4	6:53	6:39	
9	Sat	1:44	2.2	2:38	2.2	8:52	-0.2	8:55	0.2	6:52	6:40	
10	Sun	3:17	2.3	3:59	2.3	10:15	-0.2	10:27	0.1	7:50	7:41	
11	Mon	3:52	2.3	4:19	2.4	10:37	-0.1	11:00	0.0	7:49	7:41	
12	Tue	4:29	2.3	4:39	2.4	11:02	0.0	11:34	-0.1	7:48	7:42	
13	Wed	5:09	2.3	5:00	2.5	11:29	0.1			7:47	7:43	
14	Thu	5:54	2.1	5:25	2.5	12:12	-0.2	11:58 AM	0.3	7:46	7:43	
15	Fri	6:47	1.9	5:54	2.4	12:56	-0.2	12:32	0.5	7:44	7:44	
16	Sat	7:56	1.7	6:30	2.3	1:51	-0.2	1:12	0.8	7:43	7:44	
17	Sun	9:34	1.6	7:20	2.2	3:04	-0.1	2:07	1.0	7:42	7:45	
18	Mon	11:29	1.7	8:48	2.0	4:38	-0.1	3:42	1.1	7:41	7:46	
19	Tue			12:46	1.8	6:07	-0.2	5:49	1.1	7:40	7:46	
20	Wed			1:34	2.0	7:16	-0.3	7:19	0.9	7:38	7:47	
21	Thu	12:38	2.2	2:11	2.2	8:10	-0.4	8:17	0.6	7:37	7:48	
22	Fri	1:42	2.4	2:44	2.3	8:54	-0.4	9:04	0.3	7:36	7:48	
23	Sat	2:34	2.5	3:14	2.4	9:33	-0.3	9:46	0.1	7:35	7:49	
24	Sun	3:21	2.5	3:41	2.5	10:06	-0.1	10:26	-0.1	7:34	7:49	
25	Mon	4:05	2.5	4:05	2.5	10:36	0.1	11:04	-0.2	7:32	7:50	
26	Tue	4:46	2.3	4:27	2.5	11:02	0.3	11:41	-0.2	7:31	7:51	
27	Wed	5:27	2.2	4:47	2.5	11:26	0.5			7:30	7:51	
28	Thu	6:09	1.9	5:07	2.4	12:18	-0.2	11:49 AM	0.6	7:29	7:52	
29	Fri	6:55	1.7	5:29	2.3	12:58	-0.1	12:12	0.8	7:27	7:52	
30	Sat	7:57	1.5	5:54	2.2	1:46	0.1	12:38	0.9	7:26	7:53	
31	Sun	9:38	1.4	6:26	2.0	2:53	0.2	1:12	1.0	7:25	7:54	