





## Saddlebunch Keys, Similar Sound, FL - May 2022

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Sun	12:01	0.5	11:20 AM	0.7	6:54	0.1	7:57	-0.1	6:51	7:56	●
2	Mon	12:40	0.4	11:50 AM	0.7	7:25	0.1	8:36	-0.1	6:50	7:56	●
3	Tue	1:18	0.4	12:22	0.7	7:54	0.1	9:16	-0.1	6:49	7:57	●
4	Wed	1:57	0.4	12:56	0.6	8:22	0.1	10:00	0.0	6:48	7:57	●
5	Thu	2:41	0.3	1:33	0.6	8:49	0.1	10:49	0.0	6:48	7:58	◐
6	Fri	3:31	0.3	2:16	0.6	9:20	0.1	11:45	0.0	6:47	7:58	◑
7	Sat	4:33	0.3	3:06	0.5	10:04	0.2			6:47	7:59	◒
8	Sun	5:44	0.3	4:11	0.5	12:45	0.0	11:30 AM	0.2	6:46	7:59	◑
9	Mon	6:43	0.4	5:30	0.5	1:43	0.0	1:15	0.2	6:45	8:00	◒
10	Tue	7:25	0.4	6:52	0.5	2:34	0.0	2:34	0.1	6:45	8:00	◑
11	Wed	7:59	0.5	8:02	0.5	3:18	0.1	3:36	0.1	6:44	8:01	◒
12	Thu	8:31	0.5	9:04	0.5	3:58	0.1	4:30	0.0	6:44	8:01	◑
13	Fri	9:04	0.6	10:00	0.5	4:34	0.1	5:18	0.0	6:43	8:02	○
14	Sat	9:38	0.7	10:54	0.5	5:10	0.1	6:05	-0.1	6:43	8:02	○
15	Sun	10:15	0.7	11:47	0.5	5:46	0.1	6:52	-0.1	6:42	8:03	○
16	Mon	10:55	0.8			6:22	0.1	7:41	-0.1	6:42	8:03	○
17	Tue	12:39	0.4	11:39 AM	0.8	7:00	0.1	8:31	-0.1	6:41	8:04	○
18	Wed	1:32	0.4	12:28	0.8	7:41	0.1	9:25	-0.1	6:41	8:04	○
19	Thu	2:26	0.4	1:21	0.8	8:26	0.1	10:24	-0.1	6:40	8:05	◐
20	Fri	3:24	0.3	2:19	0.7	9:20	0.1	11:26	-0.1	6:40	8:05	◑
21	Sat	4:27	0.3	3:25	0.7	10:32	0.1			6:40	8:06	◒
22	Sun	5:32	0.4	4:42	0.6	12:30	0.0	12:02	0.1	6:39	8:06	◑
23	Mon	6:31	0.4	6:08	0.5	1:29	0.0	1:33	0.1	6:39	8:07	◒
24	Tue	7:20	0.5	7:29	0.5	2:23	0.0	2:53	0.1	6:39	8:07	◑
25	Wed	8:01	0.6	8:38	0.5	3:10	0.1	4:00	0.0	6:38	8:08	◒
26	Thu	8:38	0.6	9:36	0.5	3:52	0.1	4:56	0.0	6:38	8:08	◑
27	Fri	9:12	0.6	10:26	0.4	4:31	0.1	5:43	0.0	6:38	8:09	◒
28	Sat	9:44	0.7	11:11	0.4	5:07	0.1	6:25	0.0	6:38	8:09	◑
29	Sun	10:16	0.7	11:51	0.4	5:42	0.1	7:04	-0.1	6:37	8:09	◒

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
<b>30</b>	Mon	<b>10:48</b>	0.7			<b>6:16</b>	0.1	<b>7:41</b>	-0.1	6:37	8:10	●
<b>31</b>	Tue	<b>12:29</b>	0.4	<b>11:22 AM</b>	0.7	<b>6:49</b>	0.1	<b>8:19</b>	-0.1	6:37	8:10	●