





















Shark River entrance, FL - Nov 2029

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Thu	9:52	3.9	10:22	4.0	4:32	1.3	4:53	0.9	7:32	6:43	
2	Fri	11:01	4.1	10:58	4.3	5:25	0.9	5:44	1.0	7:33	6:42	
3	Sat			12:01	4.2	6:15	0.4	6:32	1.1	7:33	6:42	
4	Sun	11:53	4.3	11:06	4.8	6:04	-0.1	6:17	1.2	6:34	5:41	
5	Mon			12:44	4.3	6:52	-0.4	7:00	1.3	6:35	5:41	
6	Tue			1:36	4.1	7:40	-0.7	7:44	1.4	6:35	5:40	
7	Wed	12:17	5.1	2:31	3.9	8:30	-0.7	8:29	1.5	6:36	5:39	
8	Thu	12:57	5.0	3:28	3.7	9:20	-0.7	9:16	1.6	6:37	5:39	
9	Fri	1:45	4.8	4:25	3.5	10:11	-0.4	10:08	1.6	6:37	5:38	
10	Sat	2:46	4.5	5:22	3.4	11:04	-0.1	11:07	1.6	6:38	5:38	
11	Sun	4:02	4.1	6:19	3.4			12:01	0.2	6:39	5:37	
12	Mon	5:29	3.8	7:11	3.5	12:22	1.6	1:03	0.5	6:39	5:37	
13	Tue	6:53	3.5	7:57	3.6	1:45	1.4	2:07	0.8	6:40	5:37	
14	Wed	8:10	3.4	8:39	3.7	2:56	1.2	3:05	1.0	6:41	5:36	
15	Thu	9:27	3.4	9:19	3.8	3:54	0.9	3:58	1.2	6:42	5:36	
16	Fri	10:36	3.4	9:57	4.0	4:45	0.6	4:47	1.3	6:42	5:36	
17	Sat	11:25	3.4	10:32	4.1	5:29	0.4	5:32	1.4	6:43	5:35	
18	Sun			12:02	3.5	6:09	0.1	6:12	1.5	6:44	5:35	
19	Mon			12:36	3.5	6:46	-0.1	6:47	1.5	6:44	5:35	
20	Tue			1:10	3.5	7:23	-0.2	7:20	1.5	6:45	5:34	
21	Wed	12:01	4.2	1:48	3.4	8:00	-0.3	7:52	1.6	6:46	5:34	
22	Thu	12:24	4.2	2:30	3.4	8:38	-0.3	8:23	1.6	6:47	5:34	
23	Fri	12:46	4.2	3:14	3.4	9:17	-0.3	8:56	1.6	6:47	5:34	
24	Sat	1:12	4.1	4:00	3.4	9:56	-0.2	9:35	1.6	6:48	5:34	
25	Sun	1:48	4.0	4:46	3.4	10:37	-0.1	10:21	1.6	6:49	5:34	
26	Mon	2:36	3.8	5:33	3.4	11:21	0.1	11:19	1.5	6:49	5:33	
27	Tue	3:40	3.6	6:19	3.5			12:11	0.3	6:50	5:33	
28	Wed	5:16	3.3	7:02	3.6	12:39	1.4	1:09	0.5	6:51	5:33	
29	Thu	7:07	3.2	7:43	3.7	1:58	1.1	2:10	0.8	6:52	5:33	
30	Fri	8:31	3.2	8:24	3.9	3:04	0.7	3:08	1.0	6:52	5:33	