
























## Shell Key Channel, Florida Bay, FL - Feb 2055

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Mon			12:28	0.9	7:06	-0.1	7:15	0.1	7:04	6:07	
2	Tue	12:32	0.9	1:03	0.9	7:38	0.0	8:08	0.1	7:04	6:08	
3	Wed	1:18	0.8	1:42	0.9	8:12	0.1	9:09	0.1	7:03	6:08	
4	Thu	2:16	0.6	2:27	0.9	8:50	0.2	10:19	0.0	7:03	6:09	
5	Fri	3:34	0.5	3:23	0.9	9:38	0.2	11:30	-0.1	7:02	6:10	
6	Sat	5:08	0.5	4:28	1.0	10:37	0.2			7:02	6:11	
7	Sun	6:27	0.5	5:33	1.1	12:36	-0.2	11:42 AM	0.2	7:01	6:11	
8	Mon	7:25	0.5	6:34	1.2	1:34	-0.3	12:45	0.2	7:01	6:12	
9	Tue	8:12	0.6	7:30	1.3	2:26	-0.4	1:43	0.1	7:00	6:13	
10	Wed	8:54	0.7	8:24	1.4	3:12	-0.5	2:37	0.0	6:59	6:13	
11	Thu	9:34	0.8	9:16	1.4	3:56	-0.5	3:28	-0.1	6:59	6:14	
12	Fri	10:13	0.9	10:07	1.4	4:38	-0.5	4:19	-0.2	6:58	6:14	
13	Sat	10:51	1.0	10:58	1.3	5:19	-0.4	5:11	-0.2	6:57	6:15	
14	Sun	11:31	1.0	11:49	1.2	6:00	-0.3	6:06	-0.3	6:57	6:16	
15	Mon			12:12	1.1	6:42	-0.2	7:04	-0.3	6:56	6:16	
16	Tue	12:43	1.0	12:55	1.1	7:26	-0.1	8:09	-0.2	6:55	6:17	
17	Wed	1:42	0.8	1:44	1.1	8:12	0.0	9:19	-0.2	6:54	6:18	
18	Thu	2:55	0.6	2:43	1.1	9:04	0.1	10:34	-0.2	6:54	6:18	
19	Fri	4:29	0.5	3:52	1.0	10:05	0.2	11:51	-0.2	6:53	6:19	
20	Sat	6:01	0.5	5:06	1.0	11:12	0.2			6:52	6:19	
21	Sun	7:07	0.5	6:12	1.1	1:01	-0.2	12:20	0.2	6:51	6:20	
22	Mon	7:55	0.6	7:07	1.1	1:59	-0.2	1:22	0.2	6:51	6:21	
23	Tue	8:31	0.7	7:54	1.1	2:45	-0.2	2:14	0.1	6:50	6:21	
24	Wed	9:01	0.7	8:35	1.2	3:22	-0.2	3:00	0.1	6:49	6:22	
25	Thu	9:28	0.8	9:12	1.2	3:55	-0.2	3:41	0.0	6:48	6:22	
26	Fri	9:53	0.9	9:48	1.2	4:26	-0.2	4:18	0.0	6:47	6:23	
27	Sat	10:19	0.9	10:23	1.1	4:56	-0.2	4:55	0.0	6:46	6:23	
28	Sun	10:47	1.0	10:58	1.1	5:25	-0.1	5:31	-0.1	6:45	6:24	