



















Shell Mound, Cedar Key, FL - Apr 2009

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Wed	7:25	2.3	5:56	3.6	12:41	-0.2	11:21 AM	1.9	7:22	7:52	
2	Thu	9:48	2.3	7:07	3.3	2:05	0.0	1:28	2.2	7:21	7:52	
3	Fri	11:15	2.5	8:42	3.1	3:33	0.0	3:43	2.0	7:20	7:53	
4	Sat	11:54	2.8	10:39	3.2	4:40	0.0	4:55	1.5	7:19	7:53	
5	Sun			12:23	3.0	5:32	0.0	5:50	1.0	7:18	7:54	
6	Mon			12:49	3.3	6:17	0.0	6:38	0.5	7:17	7:54	
7	Tue	12:51	3.5	1:13	3.6	6:58	0.2	7:22	0.0	7:15	7:55	
8	Wed	1:36	3.6	1:34	3.8	7:35	0.4	8:03	-0.3	7:14	7:56	
9	Thu	2:16	3.5	1:56	4.0	8:09	0.6	8:41	-0.5	7:13	7:56	
10	Fri	2:52	3.4	2:19	4.0	8:41	0.8	9:18	-0.6	7:12	7:57	
11	Sat	3:27	3.2	2:44	4.0	9:11	1.1	9:54	-0.5	7:11	7:57	
12	Sun	4:02	3.0	3:12	4.0	9:39	1.3	10:31	-0.3	7:10	7:58	
13	Mon	4:42	2.8	3:44	3.8	10:03	1.5	11:12	-0.1	7:09	7:58	
14	Tue	5:28	2.5	4:21	3.6	10:22	1.7			7:08	7:59	
15	Wed	6:25	2.3	5:07	3.4	12:00	0.2	10:38 AM	1.9	7:07	8:00	
16	Thu	7:48	2.2	6:04	3.1	1:02	0.5	11:01 AM	2.1	7:06	8:00	
17	Fri	10:18	2.3	7:14	2.9	2:23	0.7	2:21	2.2	7:04	8:01	
18	Sat	11:08	2.5	8:41	2.8	3:39	0.7	3:59	1.9	7:03	8:01	
19	Sun	11:32	2.7	10:26	2.9	4:33	0.6	4:55	1.5	7:02	8:02	
20	Mon	11:52	3.0	11:38	3.1	5:17	0.6	5:40	1.1	7:01	8:03	
21	Tue			12:10	3.3	5:56	0.6	6:22	0.6	7:00	8:03	
22	Wed	12:30	3.3	12:31	3.6	6:33	0.7	7:02	0.1	6:59	8:04	
23	Thu	1:15	3.5	12:56	3.9	7:10	0.8	7:43	-0.3	6:58	8:04	
24	Fri	1:57	3.6	1:25	4.1	7:47	1.0	8:24	-0.7	6:57	8:05	
25	Sat	2:38	3.5	1:57	4.3	8:23	1.2	9:06	-0.9	6:57	8:06	
26	Sun	3:22	3.4	2:32	4.4	8:58	1.4	9:49	-0.9	6:56	8:06	
27	Mon	4:11	3.2	3:10	4.4	9:33	1.6	10:37	-0.8	6:55	8:07	
28	Tue	5:11	3.0	3:53	4.2	10:11	1.8	11:31	-0.6	6:54	8:07	
29	Wed	6:21	2.8	4:45	4.0	10:56	2.0			6:53	8:08	
30	Thu	7:38	2.7	5:48	3.6	12:32	-0.3	12:08	2.1	6:52	8:09	