


















Shell Mound, Cedar Key, FL - Dec 2046

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Sat	2:19	4.0	4:50	2.6	9:58	-0.7	9:35	1.7	7:10	5:35	
2	Sun	3:03	3.7	5:38	2.6	10:42	-0.3	10:30	1.7	7:11	5:35	
3	Mon	3:52	3.3	6:23	2.5	11:29	0.1	11:40	1.7	7:11	5:35	
4	Tue	4:51	2.9	7:06	2.6			12:20	0.5	7:12	5:35	
5	Wed	5:58	2.5	7:49	2.7	1:08	1.6	1:18	0.8	7:13	5:35	
6	Thu	7:24	2.2	8:30	2.8	2:30	1.2	2:17	1.0	7:14	5:35	
7	Fri	9:37	2.2	9:08	3.0	3:29	0.8	3:09	1.2	7:14	5:35	
8	Sat	10:56	2.3	9:45	3.2	4:15	0.4	3:55	1.3	7:15	5:35	
9	Sun	11:48	2.5	10:22	3.4	4:58	0.0	4:37	1.4	7:16	5:36	
10	Mon			12:29	2.6	5:39	-0.3	5:18	1.4	7:16	5:36	
11	Tue			1:03	2.7	6:20	-0.6	6:00	1.5	7:17	5:36	
12	Wed			1:36	2.8	7:00	-0.8	6:40	1.5	7:18	5:36	
13	Thu	12:13	3.9	2:08	2.8	7:40	-1.0	7:18	1.4	7:18	5:37	
14	Fri	12:50	4.0	2:44	2.8	8:18	-1.0	7:56	1.4	7:19	5:37	
15	Sat	1:29	4.0	3:23	2.7	8:57	-1.0	8:36	1.4	7:20	5:37	
16	Sun	2:10	3.9	4:06	2.7	9:37	-0.9	9:21	1.4	7:20	5:38	
17	Mon	2:55	3.7	4:50	2.8	10:18	-0.7	10:16	1.3	7:21	5:38	
18	Tue	3:49	3.4	5:32	2.8	11:02	-0.3	11:25	1.2	7:21	5:38	
19	Wed	4:53	3.0	6:14	3.0	11:50	0.1			7:22	5:39	
20	Thu	6:05	2.5	6:59	3.1	12:49	1.0	12:46	0.5	7:22	5:39	
21	Fri	7:39	2.2	7:49	3.3	2:13	0.5	1:53	0.9	7:23	5:40	
22	Sat	9:53	2.2	8:44	3.4	3:22	0.0	2:57	1.2	7:23	5:40	
23	Sun	11:22	2.3	9:41	3.6	4:20	-0.5	3:54	1.4	7:24	5:41	
24	Mon			12:21	2.5	5:14	-0.9	4:47	1.5	7:24	5:41	
25	Tue			1:06	2.6	6:06	-1.2	5:39	1.5	7:25	5:42	
26	Wed			1:45	2.7	6:54	-1.4	6:30	1.4	7:25	5:43	
27	Thu	12:10	4.1	2:21	2.7	7:38	-1.4	7:16	1.3	7:25	5:43	
28	Fri	12:52	4.1	2:56	2.7	8:18	-1.3	7:59	1.2	7:26	5:44	
29	Sat	1:32	4.0	3:30	2.6	8:57	-1.1	8:41	1.1	7:26	5:44	
30	Sun	2:10	3.7	4:03	2.6	9:33	-0.9	9:23	1.1	7:26	5:45	
31	Mon	2:50	3.4	4:34	2.6	10:08	-0.5	10:11	1.0	7:27	5:46	