

















Spring Warrior Creek, FL - Dec 2046

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Sat	3:10	3.5	4:42	2.7	10:48	-0.4	9:57	0.9	7:12	5:34	
2	Sun	3:46	3.3	5:19	2.6	11:22	-0.1	10:39	0.9	7:13	5:34	
3	Mon	4:23	3.0	6:01	2.5	11:55	0.1	11:30	1.0	7:14	5:34	
4	Tue	5:04	2.6	6:50	2.5			12:30	0.4	7:15	5:34	
5	Wed	6:02	2.2	7:47	2.5	12:36	1.0	1:10	0.6	7:16	5:34	
6	Thu	8:17	1.9	8:45	2.7	2:00	0.9	1:57	0.8	7:16	5:34	
7	Fri	10:18	1.9	9:37	2.8	3:37	0.6	2:51	1.1	7:17	5:35	
8	Sat	11:28	2.1	10:21	3.0	5:01	0.2	3:51	1.3	7:18	5:35	
9	Sun			12:20	2.4	6:00	-0.3	4:54	1.4	7:18	5:35	
10	Mon			1:04	2.6	6:47	-0.6	5:55	1.4	7:19	5:35	
11	Tue			1:41	2.8	7:30	-0.8	6:48	1.3	7:20	5:35	
12	Wed	12:23	3.2	2:15	2.9	8:10	-1.0	7:31	1.2	7:20	5:36	
13	Thu	1:02	3.3	2:46	2.9	8:47	-1.0	8:07	1.0	7:21	5:36	
14	Fri	1:39	3.5	3:17	2.9	9:21	-1.0	8:37	0.9	7:22	5:36	
15	Sat	2:16	3.6	3:47	2.8	9:53	-0.9	9:06	0.8	7:22	5:36	
16	Sun	2:52	3.7	4:19	2.8	10:22	-0.9	9:37	0.7	7:23	5:37	
17	Mon	3:31	3.7	4:54	2.7	10:52	-0.7	10:15	0.7	7:24	5:37	
18	Tue	4:12	3.5	5:31	2.6	11:23	-0.5	11:04	0.6	7:24	5:38	
19	Wed	5:02	3.1	6:14	2.6			12:00	-0.1	7:25	5:38	
20	Thu	6:10	2.5	7:05	2.6	12:10	0.6	12:45	0.3	7:25	5:39	
21	Fri	8:05	2.1	8:07	2.7	1:38	0.5	1:42	0.7	7:26	5:39	
22	Sat	10:08	2.1	9:16	2.8	3:27	0.1	2:51	1.1	7:26	5:40	
23	Sun	11:29	2.4	10:24	2.9	5:06	-0.4	4:11	1.3	7:27	5:40	
24	Mon			12:27	2.7	6:15	-0.8	5:31	1.3	7:27	5:41	
25	Tue			1:14	2.8	7:11	-1.1	6:34	1.2	7:28	5:41	
26	Wed	12:20	3.3	1:55	2.9	7:59	-1.3	7:21	0.9	7:28	5:42	
27	Thu	1:09	3.4	2:32	2.9	8:42	-1.3	7:59	0.7	7:28	5:42	
28	Fri	1:51	3.5	3:06	2.8	9:19	-1.2	8:31	0.5	7:29	5:43	
29	Sat	2:28	3.5	3:37	2.8	9:50	-1.0	9:03	0.4	7:29	5:44	
30	Sun	3:00	3.4	4:06	2.7	10:15	-0.8	9:35	0.3	7:29	5:44	
31	Mon	3:29	3.2	4:32	2.7	10:35	-0.5	10:14	0.4	7:30	5:45	