






























Shell Island, Atchafalaya Bay, LA - Sep 2021

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Wed	5:07	1.8					6:24	0.2	6:42	7:27	
2	Thu	5:32	1.8					7:13	0.1	6:43	7:26	
3	Fri	5:51	1.8					7:58	0.1	6:43	7:24	
4	Sat	6:08	1.8	1:02	1.6	9:44	1.6	8:38	0.1	6:44	7:23	
5	Sun	6:25	1.8	2:40	1.6	9:36	1.6	9:16	0.2	6:45	7:22	
6	Mon	6:42	1.7	4:04	1.6	9:50	1.4	9:52	0.3	6:45	7:21	
7	Tue	6:59	1.7	5:23	1.6	10:19	1.3	10:29	0.5	6:46	7:20	
8	Wed	7:13	1.6	6:41	1.7	10:57	1.1	11:09	0.8	6:46	7:18	
9	Thu	7:25	1.6	8:01	1.7	11:43	0.8	11:54	1.1	6:47	7:17	
10	Fri	7:32	1.6	9:28	1.7			12:35	0.6	6:47	7:16	
11	Sat	7:32	1.6	11:07	1.8	12:49	1.4	1:32	0.4	6:48	7:15	
12	Sun	7:14	1.7			2:26	1.6	2:31	0.2	6:48	7:14	
13	Mon	12:50	1.9					3:34	0.1	6:49	7:12	
14	Tue	2:20	2.0					4:41	0.0	6:49	7:11	
15	Wed	3:32	2.0					5:51	0.1	6:50	7:10	
16	Thu	4:24	2.0					6:59	0.1	6:50	7:09	
17	Fri	4:59	1.9	12:47	1.8	9:34	1.8	7:59	0.2	6:51	7:07	
18	Sat	5:26	1.9	2:44	1.8	9:07	1.7	8:51	0.3	6:51	7:06	
19	Sun	5:49	1.8	4:04	1.8	9:19	1.5	9:36	0.5	6:52	7:05	
20	Mon	6:11	1.7	5:14	1.8	9:45	1.3	10:15	0.7	6:52	7:04	
21	Tue	6:30	1.7	6:19	1.8	10:18	1.1	10:49	1.0	6:53	7:02	
22	Wed	6:45	1.6	7:22	1.8	10:55	0.9	11:22	1.2	6:53	7:01	
23	Thu	6:52	1.6	8:28	1.8	11:34	0.8	11:58	1.4	6:54	7:00	
24	Fri	6:44	1.6	9:43	1.8			12:15	0.7	6:54	6:59	
25	Sat	6:17	1.7	11:15	1.8	12:47	1.6	1:00	0.6	6:55	6:58	
26	Sun							1:48	0.5	6:55	6:56	
27	Mon	1:07	1.9					2:41	0.5	6:56	6:55	
28	Tue	2:37	1.9					3:37	0.5	6:57	6:54	
29	Wed	3:29	2.0					4:37	0.5	6:57	6:53	
30	Thu	4:05	2.0					5:38	0.5	6:58	6:51	