































## Shell Island, Atchafalaya Bay, LA - Sep 2040

Date		High				Low						
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	Moon
1	Sat	5:39	1.8					7:09	0.2	6:43	7:26	
2	Sun	6:05	1.8					7:55	0.2	6:43	7:25	
3	Mon	6:19	1.7					8:35	0.2	6:44	7:24	
4	Tue	6:30	1.7	2:00	1.6	9:44	1.6	9:10	0.3	6:44	7:23	
5	Wed	6:43	1.7	3:29	1.6	9:53	1.5	9:41	0.4	6:45	7:22	
6	Thu	6:57	1.6	4:44	1.5	10:21	1.3	10:10	0.5	6:45	7:20	
7	Fri	7:10	1.6	5:54	1.5	10:56	1.2	10:38	0.7	6:46	7:19	
8	Sat	7:21	1.6	7:05	1.5	11:34	1.0	11:08	0.9	6:46	7:18	
9	Sun	7:27	1.6	8:20	1.5			12:12	0.8	6:47	7:17	
10	Mon	7:26	1.6	9:46	1.6			12:52	0.7	6:47	7:15	
11	Tue	7:17	1.6			12:24	1.4	1:37	0.5	6:48	7:14	
12	Wed	6:39	1.7					2:26	0.3	6:48	7:13	
13	Thu	1:06	1.9					3:22	0.2	6:49	7:12	
14	Fri	2:30	2.0					4:25	0.1	6:49	7:11	
15	Sat	3:34	2.0					5:33	0.0	6:50	7:09	
16	Sun	4:20	2.0					6:41	0.0	6:50	7:08	
17	Mon	4:52	2.0	11:56 AM	1.9	8:51	1.9	7:43	0.1	6:51	7:07	
18	Tue	5:18	1.9	2:19	1.9	8:16	1.7	8:40	0.2	6:51	7:06	
19	Wed	5:41	1.8	3:54	1.9	8:44	1.5	9:31	0.4	6:52	7:04	
20	Thu	6:03	1.7	5:16	1.9	9:25	1.2	10:20	0.7	6:53	7:03	
21	Fri	6:24	1.7	6:31	1.9	10:12	1.0	11:07	1.0	6:53	7:02	
22	Sat	6:41	1.7	7:44	1.9	11:01	0.8	11:58	1.3	6:54	7:01	
23	Sun	6:53	1.7	9:00	1.9	11:51	0.6			6:54	6:59	
24	Mon	6:50	1.7	10:26	1.9	1:07	1.5	12:43	0.5	6:55	6:58	
25	Tue	5:56	1.7			3:17	1.7	1:36	0.4	6:55	6:57	
26	Wed	12:11	2.0					2:31	0.4	6:56	6:56	
27	Thu	2:02	2.0					3:28	0.4	6:56	6:55	
28	Fri	3:17	2.0					4:30	0.5	6:57	6:53	
29	Sat	4:07	2.0					5:33	0.5	6:57	6:52	
30	Sun	4:39	2.0					6:33	0.6	6:58	6:51	