

FALL REUNION 2021 - Valley of Eau Claire

Version 2

<i>Start Time</i>	<u>Saturday, October 2, 2021</u>	<i>Time Allocated</i>	<i>Floor</i>
8:00 AM	Donuts and Coffee	0:30	Large Dining Room
8:30 AM	Class Registration	1:00	Office
9:30 AM	Ceremonial Opening - All Bodies	0:30	Class Room
10:00 AM	Play: Defense of the Ruffians	0:45	Auditorium
10:45 AM	Discussion of Defense of the Ruffians - Open to all Brethren	0:15	Auditorium
11:00 AM	4th Degree: Builder	0:30	Upstairs Lounge
11:30 AM	Discussion of the 4th Degree - Open to all Brethren	0:15	Upstairs Lounge
11:45 AM	Lunch	1:00	Small Dining Room
12:45 PM	20th Degree: Master ad Vitam	1:00	Auditorium
1:45 PM	Discussion of the 20th Degree - Open to all Brethren	0:30	Upstairs Lounge
2:15 PM	5th Degree: Perfect Master	0:30	Auditorium
2:45 PM	Discussion of the 5th Degree - Open to all Brethren	0:30	Upstairs Lounge
3:15 PM	18th Degree: Knight of the Rose Croix	0:45	Auditorium
4:00 PM	Discussion of the 18th Degree - Open to all Brethren	0:15	Upstairs Lounge
4:15 PM	Reception		Small Dining Room

<i>Start Time</i>	<u>Saturday, October 23, 2021</u>	<i>Time Allocated</i>	<i>Floor</i>
7:30 AM	Donuts and Coffee	0:45	Large Dining Room
8:15 AM	Class Assembly	0:15	Class Room
8:30 AM	19th Degree: Brothers of the Trail	1:00	Auditorium
9:30 AM	Discussion of the 23rd Degree - Open to all Brethren	0:30	Class Room
10:00 AM	14th Degree: Grand Elect Mason	1:00	Auditorium
11:00 AM	Discussion of the 14th Degree - Open to all Brethren	0:15	Class Room
11:15 AM	Class Picture	0:30	Auditorium
11:45 AM	Lunch	1:00	Small Dining Room
12:45 PM	26th Degree: Friend and Brother Eternal - DVD	0:30	Auditorium
1:15 PM	Discussion of the 26th Degree - Open to all Brethren	0:15	Class Room
1:30 PM	Presentation by Director of the Work	0:30	Class Room
2:00 PM	32nd Degree: Sublime Prince of the Royal Secret	1:15	Auditorium
3:15 PM	Discussion of the 32nd Degree - Open to all Brethren	0:30	Upstairs Lounge
3:45 PM	Installation of Officers	0:45	Auditorium
4:30 PM	Reception	1:00	Small Dining Room
5:30 PM	Banquet		Large Dining Room