

Saturday	Saturday	Saturday	Saturday	Saturday	Saturday	Saturday	Saturday	Saturday	Saturday	Saturday
Meeting Times	Order Meetings	Marshal room	Chronicler Room	Exchequer room	Webminister room	Chatelain Room	MOAS Room	Seneschal Room	Herald Room	Social Room
9:00	Kraken	Rapier Marshals	Chronicler			Chatelain				Social Room
10:00	Laurel	Armoured Marshals	Chronicler office hours	Exchequer	Webminister	Chatelain office hours		Chancellor of Youth Meeting		Social Room
<u>11:00</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	Social Room
11:15	Pearl	Steel Marshals		Exchequer office hours	Webminister office hours			Chancellor of Youth office hours	Herald	Social Room
12:15 - 12:45	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	<u>LUNCH BREAK</u>	Social Room
12:45	White Scarf	Thrown Weapons Marshals					MOAS	Seneschal	Herald office hours	Social Room
1:45	Masters of Defense	Youth Marshals					MOAS office hours	Diversity, Equity and Inclusion office	Herald office hours	Social Room
<u>2:45</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	Social Room
3:00	Golden Dolphin	Seige Marshals					MOAS -The Oak	Seneschal office hours	Scribes meeting	Social Room
4:00	Chivalry			Ladies of the Rose			Performing Arts Meeting	Seneschal office hours		Social Room

Sunday	Sunday	Sunday	Sunday
Meeting Times	<i>Order Meetings</i>	<i>Officer meetings Room</i>	<i>Marshal room</i>
12:00	Yew Bow	Social Media	Minister of the Lists
1:00	Pelican		Combat Archery Marshals
2:00	Sea Stag		MOL Office Hours
3:00	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>	<u>BREAK - 15 mins</u>
3:15	Golden Lance		Target Archery Marshals
4:15	Baronage Meeting with TRM		EQ Marshals