

IMPORTANT INFORMATION

BADGES—

A convention badge is required for admission to all meetings and demonstrations. Badges may be secured at the registration desk upon arrival.

CONSULTATION SERVICE—

Opportunity will be provided for consultation with experts on problems in health, physical education and recreation. Watch the bulletin board for announcements.

CONVENTION BANQUET (Thursday)

Admission by ticket only. Procure yours early at the registration desk. Reservations close at noon Thursday. Price \$1.75.

DANCING—

There will be dancing on Wednesday, Thursday and Friday evenings at 10:00 in the Ballroom. Admission is by badge.

EXHIBITS—

Commercial exhibits will be on the mezzanine floor. These exhibits are always an outstanding feature of the convention. Members and officers are urged to take advantage of the chance to see the latest ideas in equipment for the physical education field.

Educational exhibits will also be on the mezzanine floor. This is a new venture for the Central District and covers many phases of health, physical education and recreation. Look them over for new ideas and inspiration.

HEADQUARTERS—

On mezzanine floor.

INFORMATION SERVICE—

On mezzanine floor.

Consult bulletin board daily for program changes and other announcements.

Information relative to educational visits, lost and found articles, and general information may be secured at the information desk.

MEETINGS—

All meetings will begin promptly and doors will be closed. Cooperation is asked in making it possible for the presiding officers to follow these instructions.

ICE CARNIVAL—

At 8:15 P.M. on Friday evening the delegates are all invited to attend the Ice Carnival to be held at the Minneapolis Arena, 2900 Dupont Ave. So. This marvelous demonstration of Figure Skating has been arranged in cooperation with the Arena Amateur Figure Skating Club as a most interesting spectacle particularly for the benefit of the delegates attending our convention. Delegates with badges will receive tickets at registration desk.