October 2014 — Monthly Planetary Planner By Drew Lawrence

Rating*		
Gold —	Highly favorable days for success in all endeavors	
Silver —	Very favorable days for success in all endeavors	
Bronze —	Average days for success in all endeavors (also good)	
Gray —	Problematic days for success — should be avoided for important work	

October 2014		Calculated for Pacific Time (Los Angeles)	Daylight Savings Time
<u>Date</u> 1 2 3 4 5	Weekday Wednesday Thursday Friday Saturday Sunday	Rating Bronze - Moon in Sagittarius Bronze (3.00 pm) Moon in Capricorn Bronze Bronze (4.43 pm) Moon in Aquarius Bronze	
6	Monday	Bronze to Gray (5.27 pm) Moon with Ketu in Pig	(Full Moon)
7	Tuesday	Gray	
8	Wednesday	Gray to Bronze (6.46 pm) Moon in Aries	
9	Thursday	Bronze	
10	Friday	Bronze to Silver (10.17 pm) Moon exalted in Tat	
11	Saturday	Silver	er w Jupiter
12	Sunday	Silver	
13	Monday	Silver to Bronze (5.11 am) Moon in Gemini	
14	Tuesday	Bronze	
15	Wednesday	Bronze to Silver-Gold (3.36 pm) Moon in Cance	
16	Thursday	Silver-Gold	ahu
17	Friday	Silver-Gold	
18	Saturday	Silver-Gold to Bronze (4.06 am) Moon in Leo	
19	Sunday	Bronze	
20	Monday	Bronze to Gray (4.26 pm) Moon in Virgo with R	
21	Tuesday	Gray	(New Moon)
22	Wednesday	Gray	
23	Thursday	Gray (2.52 am) Moon in Libra with Saturn	
24	Friday	Gray	
25	Saturday	Gray (10.51 am) Moon Debilitated in Scorpio	
26	Sunday	Gray	
27	Monday	Gray (4.37 pm) Moon in Sagittarius with Mars	
28	Tuesday	Gray	
29	Wednesday	Gray to Bronze (8.42 pm) Moon in Capricorn	
30	Thursday	Bronze	
31	Friday	Bronze (11.37 pm) Moon in Aquarius	

MERCURY travels Retrograde from October 4 to 25

^{*} NOTE: These ratings do not reflect your personal birth chart. They are the general indications of each day and are to be used when planning important work, business, purchases and travel. Really important events, such as marriage, buying or building a home or office, moving into a home or office, buying a car, starting a business, conception of a child, etc., must be carefully calculated by a competent Vedic Astrologer.