October 2015 — 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 2015 Calculated for Eastern Time (New York, Washington DC) Daylight Savings

<u>Date</u> 1 2 3 4 5	Weekday Thursday Friday Saturday Sunday Monday	Rating Bronze to Silver (6.09 am) Moon exalted in Taurus Silver Silver to Bronze (9.44 am) Moon in Gemini Bronze Bronze to Silver (5.08 pm) Moon in Cancer
6	Tuesday	Silver
7	Wednesday	Silver
8	Thursday	Silver to Gray (3.57 am) Moon in Leo with Mars
9	Friday	Gray
10	Saturday	Gray (4.41 pm) Moon in Virgo with Rahu
11	Sunday	Gray
12	Monday	Gray
13	Tuesday	Gray to Bronze (5.40 am) Moon in Libra (New Moon)
14	Wednesday	Bronze
15	Thursday	Bronze to Double Gray (5.39 pm) Moon Debilitated in Scorpio w Saturn
16	Friday	Double Gray
17	Saturday	Double Gray
18	Sunday	Double Gray to Bronze (3.41 am) Moon in Sagittarius
19	Monday	Bronze
20	Tuesday	Bronze (11.02 am) Moon in Capricorn
21 22 23 24 25	Wednesday Thursday Friday Saturday Sunday	Bronze Bronze (3.18 pm) Moon in Aquarius Bronze Bronze to Gray (4.48 pm) Moon in Pisces with Ketu Gray
26 27 28 29 30 31	Monday Tuesday Wednesday Thursday Friday Saturday	Gray to Bronze (4.42 pm) Moon in Aries Bronze (Full Moon) Bronze to Silver (4.44 pm) Moon exalted in Taurus Silver Silver to Bronze (6.51 pm) Moon in Gemini Bronze

MERCURY travels Retrograde from September 18 to October 9

^{*} 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.