converge schedule January 29 - 31, 2019

DAY 1		MONDAY, JANUARY 28
1:00PM - 5:00PM		Welcome Table / Paradise Foyer
7:00PM - 9:00PM		Smores on the Beach / Paradise Cove
DAY 2		TUESDAY, JANUARY 29
8:00AM – 9:00AM		Welcome Table / Paradise Foyer
8:00AM – 9:00AM		Breakfast / Paradise Terrace
9:00AM - 10:30AM		Main Tent: Converge around the market & clients Paradise Ballroom
10:30AM - 10:45AM		Coffee Break / Sunset Ballroom Deck
10:45AM – 12:00PM		Emerging Tech Block Please check your calendar invitations
12:00PM - 1:30PM		Lunch / Paradise Terrace
1:30PM - 2:45PM		Standard Block A Please check your calendar invitations
2:45PM - 3:00PM		Break & Networking
3:00PM - 5:00PM	_	Trade Show / Sunset Terrace
5:00PM - 6:00PM	_	Break & Free Time
6:00PM – 9:00PM		Beach Party / Paradise Cove

D A Y 3	WEDNESDAY, JANUARY 3	0
7:30AM – 8:30AM	— Breakfast / Paradise Terrace	
8:30AM - 9:30AM	— Main Tent: Converge around stakeholders Paradise Ballroom	
9:30AM – 9:45AM	Coffee Break / Sunset Ballroom Deck	
9:45AM - 11:00AM	Standard Block B Please check your calendar invitations	
11:00AM - 11:30AM	— Break & Networking / Sunset Ballroom Deck	
11:30AM - 12:30PM	— Fun Block Please check your calendar invitations	
12:30PM - 1:45PM	— Lunch / Paradise Terrace	
1:45PM - 3:45PM	Workshop Block Please check your calendar invitations	
3:45PM - 4:15PM	— Break with Snacks / Sunset Ballroom Deck	
4:15PM - 5:00PM	Team Meetings Please check your calendar invitations	
5:00PM - 6:00PM	Break & Free Time	
6:00PM - 6:30PM	— Reception / Paradise Foyer	
6:30PM - 7:30PM	— Dinner / Paradise Ballroom	
7:30PM – 8:30PM	— Awards / Paradise Ballroom	

Y 4 THURSDAY, JANUARY 31

7:30AM – 8:30AM — Breakfast / Sunset Terrace

8:30AM – 10:30AM — Workshop Block
Please check your calendar invitations

10:30AM – 10:45AM — Coffee Break / Paradise Foyer

10:45AM – 12:15PM — Skills Specialty / Paradise Ballroom

12:15PM – 1:15PM — Lunch / Paradise Terrace

1:15PM – 2:00PM — Bluemine Brainstorm Block

Paradise Ballroom

2:00PM – 3:00PM — Main Tent: Converge around MD&I

Paradise Ballroom