

## OPENING OF THE 1ST DEGREE

Chief: ! (one knock)

Herald: (rises and goes to NE, faces W) Procul, procul  
esti profani! (Returns to place.) (If there is no Herald,  
the Chief rises and says this without leaving his station.)

Chief: ! (Knocks, and rises) Companions of Emerald Lodge  
#3 of the Companions of the Stone, assist me to open this  
lodge in the First Degree. Companion Herald, see that the  
lodge is properly guarded. (If there is no Herald --  
Companion Warden, see... etc.)

Herald (Warden): (goes to door) Chief of the Rite, the  
lodge is properly guarded.

Chief: Companion Warden, confirm that all who are present  
have sought and seen the Light of the Stone. ! (knocks)

Warden: ! (knocks and rises) Companions, give the signs of  
the First Degree. (All do so; Warden gives them toward  
Chief.) Chief of the Rite, all have sought and seen it.

Chief: (gives Sign of Enterer) Let the officers and  
stations of this Degree be proclaimed, that the Powers whose  
images they are may be awakened in the Spheres of those  
present and in the Sphere of our Order --- for by Names and  
Images all powers are awakened and reawakened. (Gives Sign  
of Silence.) Companion Warden, how many officers preside in  
this Degree?

Warden: Three officers preside in this Degree: the Chief,  
the Guide, and the Warden.

Chief: Companion Guide, what stations constitute the Lodge?

Guide: Seven stations constitute the Lodge:

The place of the Chief in the East, the place of the  
Guide East of the Altar, the place of the Warden in the  
West: these are the visible thrones.

The place of Water in the North, the place of Fire in  
the South, the place of the Gateway to the Outer World:  
these are the visible bounds.

The place of the Altar in the midst of the Lodge: this  
is the visible center.

Chief: Whose charge is the Gateway?

Warden: I govern the Gateway, admit the Companions, and appoint Sentinels to keep out intruders and prepare the candidates.

Chief: Whose charge is the Lodge?

Guide: I govern the Lodge, prepare the furnishings and regalia, and appoint Assistants to work within the Lodge and guide the candidate.

Chief: And the number of Assistants in the Lodge?

Guide: There are three: the Keeper of Water, the Keeper of Fire, and the Herald. (This and following lines will change depending on the actual number of officers available.)

Chief: Companion Keeper of Water, your station and work?

K of W: My station is in the North, by the place of Water, and my work is to purify the Lodge and the candidate with water.

Chief: Companion Keeper of Fire, your station and work?

K of F: My station is in the South, by the place of Fire, and my work is to consecrate the Lodge and the candidate with fire.

Chief: Companion Herald, your station and work?

Herald: My station is in the East, beside and below the Throne of the East. My work is to lead and to report, to make all announcements within the Lodge, and to watch over the reception of the candidates. My lamp is the symbol of the Ancient Wisdom, and my Staff is the symbol of its directing power.

Chief: Companion Guide, your station and work?

Guide: My station is to the East of the Altar, facing toward the Altar and the West. My work is to watch over the sanctuary of the Ancient Wisdom, for I am the reconciler between Light and Darkness. I guide the candidates and assist in their reception among us. My emblems are the emblems of the higher aspirations of the soul which should govern its actions. (I also govern the South and Fire, with which I consecrate the Lodge. -- used when there is no Keeper of Fire.)

Chief: Companion Warden, your station and work?

Warden: My station is the Throne of the West. My work is to govern the increase of Darkness and decrease of Light, for I am the Master of Darkness. I keep the Gateway to the

Outer World and watch over the Companions in their work. My emblems are the emblems of darkness and Judgement. I bear the Banner of the West, which is the Banner of the Evening Twilight, and I am called Fortitude by the unhappy. (I also govern the North and Water, with which I purify the Lodge. - used when there is no Keeper of Water.)

Chief: (stands) My station is the Throne of the East, in the place where the Sun rises, and I am the Master of Light. My work is to govern the Companions of this Lodge in accordance with the rites and laws of our Order, as That Which I represent governs all who seek the Ancient Wisdom. My emblems are the emblems of uncreated fire and of created fire. I bear the Banner of the East, which is the Banner of the Morning Light. I am called Power and Mercy and Light and Abundance, and I am the Revealer of the Mysteries. ! (knocks) Let the lodge be purified with water and consecrated with fire.

K of W (Warden): (purifies) I purify with Water.

K of F (Guide): (consecrates) I consecrate with Fire.

Chief: Let the Circumambulation take place in the Path of Light.

(Circumambulation is performed:

(Chief rises, staff in one hand, Banner of East in the other. Herald goes to NE and faces E. Guide, Warden, Keeper of Water, and Keeper of Fire go with Sun to line up behind him in that order. The procession then circles clockwise around the hall. The Warden falls out as soon as he reaches his throne; the Guide falls out after passing the Chief twice; all others pass the Chief thrice, and then fall out as they reach their stations. When passing the East, each officer makes the Sign of Entering.)

Chief: The Circumambulation, symbolizing the rise of Light, is accomplished. Let us invoke the Lord of the Universe.

All: Holy art Thou, Lord of the Universe.  
Holy art Thou, Whom nature hath not formed.  
Holy art Thou, the vast and the mighty One,  
Lord of the Light and of the Darkness.

Chief: Companion Herald, proclaim this Lodge open.

Herald: (goes to NE, faces W) In the Name of the Lord of the Universe, Who works in silence and Whom nothing but silence can express, and in the presence of the Guardian Companions of our Order, I proclaim that the Sun now rises and the Shadows flee away.

Chief: ! (knocks, stands)

Warden: ! (knocks, stands)

Guide: ! (knocks, stands)

Guide: ! (knocks) Yehi Aur.

Warden: ! (knocks) Fiat Lux.

Chief: ! (knocks) Let there be Light.

All three together: And there is Light.  
(Herald returns to chair. Chief knocks once, and all officers sit.)