



2026 ANNUAL CONFERENCE AGENDA

DRAFT As of August 28, 2026 | Times Subject to Change

Functions will be held at LIVE! Casino unless otherwise noted

SUNDAY | OCTOBER 25

1:00 PM – 6:00 PM | Badge Pick Up

1:30 PM – 4:30 PM | Pre-Conference Board Meeting

5:00 PM – 6:00 PM | Chair's VIP Reception (invitation only)

6:00 PM – 8:00 PM | The Open Hand Meet and Greet (PBR Bar)

MONDAY | OCTOBER 26

7:30 AM – 5:00 PM | Badge Pick Up

7:30 AM – 8:30 AM | Breakfast

8:00 AM – 8:45 AM | Business Meeting

8:00 AM – 5:00 PM | Exhibits

All Day Break Service in Exhibit Hall

9:00 AM – 10:30 AM | Opening Session

10:30AM– 11:30AM | YP Meeting

11:30 PM – 1:00 PM | Monday Winner's Circle Lunch

Technical Sessions

1:15PM – 2:00PM | Session 1

2:15PM – 3:00PM | Session 2

3:15PM – 4:00PM | Session 3

Details Coming Soon

1:30 PM – 2:30 PM | Hydrant Hysteria Competition

PreFunction

3:00 PM | Meter Challenge Competition

PreFunction

3:00 PM – 4:00 PM | Water Utility Council Meeting

5:00 PM – 5:45 PM | Water Taste Contest

Exhibit Hall

5:00 PM – 6:00 PM | Chairman's Club Reception

Exhibit Hall

7:00 PM – 9:00 PM | YP Event

Bayou Axe Throwing

Transportation Provided

TUESDAY | OCTOBER 27

7:30 AM – 11:30 AM | Badge Pick Up

7:30 AM – 8:30 AM | Breakfast

7:30 AM – 8:30 AM | Past Chair's Breakfast

Invitation Only

8:00 AM – 5:00 PM | Exhibits

All Day Break Service in Exhibit Hall

Technical Sessions

8:00AM – 8:45AM | Session 1

9:00AM – 9:45AM | Session 2

10:00AM – 10:45AM | Session 3

Details Coming Soon

9:00 AM – 11:00 AM | Top Ops Competition

12:00 PM – 1:00 PM | Tuesday Stakes Lunch

Technical Sessions

1:15PM – 2:00PM | Session 4

2:15PM – 3:00PM | Session 5

3:15PM – 4:00PM | Session 6

Details Coming Soon

1:15PM – 3:00PM | Off-Site Plant Tour

Bossier City Water Treatment Plant

Limited to 30 People. Sign Up At Conference Check-in.

3:45 PM – 4:45 PM | Post-Conference Board Meeting

4:00 PM – 5:00 PM | Water For People Drawings

Exhibit Hall

4:00 PM – 5:00 PM | The Final Hand Reception

Exhibit Hall