



## HINOTORI AN

Kinkelstrasse 10 CH-8006 Zürich hinotori.zendo@gmail.com

UPDATE 01.09.2025

## RYAKU FUSATSU

07.09.2025 07:00 - 11:00

This ancient Bodhisattva ceremony, held during the full moon, was started by the Buddha himself. The ceremony is meant to remind us of our decision to commit ourselves to a way of life that benefits all beings and leads to enlightenment. The ceremony consists of the offering of light, incense, as well as the demonstration of respect for all existence, through bowing and chanting.

It is performed as a personal and public renewal of the vow to observe the practices known as the 16 Bodhisattva Precepts, which include: the Three Refuges, the Three Pure Precepts, and the Ten Grave Precepts (<u>read more</u>).

## REQUIREMENTS:

- Registration no entry without prior registration
- Punctuality arrive 10 15' before the start of the practice to prepare in peace; the door is locked 5' before the start of the Sesshin and late practitioners cannot enter
- Skillful communication silence at all times, no idle talk, posing questions only during Mondo, or after Sesshin
- Clean socks prepare clean socks for the Zendo; it is not allowed to walk on the tatami with bare feet, in shoes or with dirty socks (unlike the usual Zendo where one practices barefoot, the Zendo in Hinotori An follows the rules of the Chado room to protect the tatami floor)
- Attire to ensure painless sitting and preserve the atmosphere of a temple, attire should be loose-fitting (no jeans, or leather pants), in calm colors (preferable dark); not visually distracting (no short skirts, shorts, bermuda and tank tops regardless of gender); watches and jingling jewelry must be removed; strong smells must be avoided.
- Mobile phones need to be turned off completely or set on Airplane Mode (Silent Mode is also not allowed)

## SCHEDULE:

Sun 07:00 – 11:00 Participants: max 4 Duration: 4 hours

Teaching tuition: 50 CHF







Contact:

Hinotori An office hinotori.zendo@gmail.com

Doka Sensei doka.sensei.contact@gmail.com