

# Corvallis Elks #1413 January Calendar of Events

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			<b>1</b>  Lodge Closed  	<b>2</b>  Cornhole 6:00pm Bar Menu and chili dogs 5:00-7:00pm Board meeting 6:30pm	<b>3</b>  Steak and shepherd's pie 5:30-7:00pm Karaoke 7:00pm Family bingo 7:00pm Poker 7:00pm	<b>4</b>  Target Shooter's Range Orientation  Private party dining room 6:30-9:00pm
<b>5</b>  Private party dining room 11-3pm	<b>6</b>	<b>7</b>  Dinner 5:30-7:00pm Spike club 6:00pm Lodge 7:00pm	<b>8</b>  Lunch 12-1pm Pinochle 1:00pm 9am-12pm 600 Yard Shoot at Gun Range Sloppy Joes 5:30-7:00 Target Shooters meeting 6:30	<b>9</b>  Cornhole 6:00pm Bar Menu and Taco salads 5:00-7:00pm	<b>10</b>  Select-a-steak night 5:30-7:00pm Trivia 7:00pm Poker 7:00pm	<b>11</b>  600 yard shooting at Range 9-12
<b>12</b>	<b>13</b>  PER's 7pm	<b>14</b>  Dinner 5:30-7:00pm Spike club 6:00pm Lodge 7:00pm	<b>15</b>  Lunch 12-1pm Pinochle 1:00pm 9am-12pm 600 Yard Shoot at Gun Range Burgers & Brew 5:30-7:00	<b>16</b>  Cornhole 6:00pm Bar Menu and Turkey BLT's 5:00-7:00pm Board meeting 6:30pm Orientation	<b>17</b>  Steak and pork fritters 5:30-7:00pm Karaoke 7:00pm Family bingo 7:00pm Poker 7:00pm	<b>18</b>  Cornhole Tournament
<b>19</b>	<b>20</b>	<b>21</b>  Dinner 5:30-7:00pm Spike club 6:00pm Lodge 7:00pm Initiation	<b>22</b>  Lunch 12-1pm Pinochle 1:00pm 9am-12pm 600 Yard Shoot at Gun Range Burgers & Brew 5:30-7:00	<b>23</b>  Cornhole 6:00pm Bar Menu and Chicken Caesar wraps 5:00-7:00pm	<b>24</b>  New York House Steak and sole parmesan 5:30-7:00pm Trivia 7:00pm Poker 7:00pm	<b>25</b>  600 yard shooting at Range 9-12 Private party lodge room 12-6 Private party dining room 5-9pm
<b>26</b>	<b>27</b>	<b>28</b>  Dinner 5:30-7:00pm Spike club 6:00pm Lodge 7:00pm	<b>29</b>  Lunch 12-1pm Pinochle 1:00pm 9am-12pm 600 Yard Shoot at Gun Range Burgers & Brew 5:30-7:00	<b>30</b>  Cornhole 6:00pm Bar Menu and Weiner wraps 5:00-7:00pm	<b>31</b>  Steak and BBQ chicken 5:30-7:00pm Karaoke 7:00pm Family bingo 7:00pm Poker 7:00pm	 <b>1</b>  Target Shooter's Range Orientation