

April 2025

MUSIC, TV, GAMES, SNACKS, BEER,
COCKTAILS, AND CAMARADERIE AT

Office Hours:
Monday - Friday, 8-3pm
Closed Sat & Sun

Accepted in Lounge,
Dining Room & Office


THE BROOKINGS ELKS LOUNGE!

Lounge Hours:
Mon-Thurs & Sat 2-9pm
Fri 2-10pm Sun 2-8pm
Or as Business Warrants



ATM Available

Events Subject to Change

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 <u>Line Dancing</u> 6-8pm INTERVIEWS 6pm	2 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm DINING ROOM SERVING 5-7pm	3	4 DINING ROOM SERVING 5-7pm Left, Right, Canter 6:30pm 11TH HOUR TOAST 8PM	5 CORN HOLE 3PM
6 DD CLINIC 8AM 9 Ball 2pm	7 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm	8	9 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm DINING ROOM SERVING 5-7pm BOD Meet 6:30	10 Lodge Meeting 7pm BALLOTING 7pm	11 BINGO 11am DINING ROOM SERVING 5-7pm Left, Right, Canter 6:30pm 11TH HOUR TOAST 8PM	12 SAFE & SOBER BINGO 6PM
13 9 Ball 2pm	14 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm	15 <u>Line Dancing</u> 6-8pm ORIENTATION 6:30pm BUNCO 5:30p	16 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm DINING ROOM SERVING 5-7pm	17 Lodge Meeting 7pm INITIATION 6:30pm LIMITED DINNER 4:30-6:30P \$12	18 DINING ROOM SERVING 5-7pm Left, Right, Canter 6:30pm 11TH HOUR TOAST 8PM	19
20  HAPPY EASTER 9 Ball 2pm EASTER EGG HUNT 12 NOON VOLUNTEERS MEET AT 8AM AZALEA PARK	21 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm	22 <u>Line Dancing</u> 6-8pm	23 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm DINING ROOM SERVING 5-7pm BOD Meet 6:30	24 NO MEETING LIMITED DINNER 4:30-6:30P \$12	25 BINGO 11am DINING ROOM SERVING 5-7pm Left, Right, Canter 6:30pm 11TH HOUR TOAST 8PM	26 EMBLEM FASHION SHOW 12PM
27 9 Ball 2pm	28 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm	29 <u>Line Dancing</u> 6-8pm MAY INTERVIEWS 6pm	30 <u>Line Dancing</u> 11:30-1 Beginner 1-2 Inter 8 Ball 2pm DINING ROOM SERVING 5-7pm		 JOIN US EVERY FRIDAY @8PM FOR 11TH HOUR TOAST IN THE BAR	