Calientegram

I tease, I pay...

Last week I made fun of Frank "Soul Sucker" for getting lost and having to turning around. And what do I do? Read on.

What we did last week:

We took 14 bikes and 15 riders on a nice long ride to Bastrop and the state park on Saturday. Special thanks to Greg "Chach" for being my sweep and making me look good. It was an uneventful ride except for having to go round in a circle once we got to the Roadhouse because I was looking right instead of left. That's what I get for teasing Frank. Karma! Despite our little detour, we made it and the burgers were awesome. The park, although still devastated by the fire, was still a wonderful ride and there was still a lot of green toward the end. Look for Lavar's pics on the membership portion of the website soon.

What's coming up this week:

Tuesday, Aug 28th – Officer's meeting, Caliente training room

Saturday, Sep 1st – at Caliente:

8:30 am - Road Captain meeting9:30 am - New member orientation10:30 am - New member ride (modified Medina Loop)

What's just around the corner:

Thursday, Sep 6th – Chapter Social, 6:30pm, location to be announced (Note the date change) **Saturday, Sep 8th** – Liberators Ride starting at Caliente

Saturday, Sep 15th through Sunday Sep 16th - Demo Days (2013 bikes).

If you'd like to volunteer for this event, contact <u>activities@calientehog.com</u>

Friday, Sep 21st through Monday Sep 24th - Big Bend Ride

Coordination and planning has begun. Please contact Frank "Soul Sucker"

at <u>director@calientehog.com</u> so he can get a head count and coordinate with you on the ride.

Oct 11th through 14th - Oklahoma State HOG Rally.

and of course...

Texas State HOG Rally 2013 - May 16th - 18th

Other news:

We want to welcome our new Robert, Don, Charlie, John, Shanaia and Shiana.

Calientegrams come but once a week, but the Facebook is updated as things develop. Don't know where it is? You can find it here: http://www.facebook.com/pages/Caliente-HOG-Chapter-2013/135395996514477

Squirrel Out... riding and having fun