



2016 CAMPER INFO

# Daily Schedule

ILC takes pride in its elective program with a diverse range of options for activities. Although we are a non-traditional camp with a flexible program, we do have a set schedule that must be followed, attendance is taken at each activity, and there is appropriate supervision of all campers at all times. There are six periods each day and all campers must go to all six periods. Our schedule is elective but campers **MUST** elect to do something. At the beginning of each session, campers choose three different primes to be taken every day for the next two weeks. Each day at lunch, campers choose two dailies with the guidance of their counselors (if needed). Campers can choose different dailies every day or repeat dailies as often as they wish. Free choice is after dinner and campers choose from a number of available activities announced at the end of dinner.

## CHOOSING YOUR ACTIVITIES: ORIENTATION AND CHECK-IT-OUT DAY

Campers will sign up for their primes AT CAMP, not in advanced\*\*. At the beginning of each session we designate 1 evening show called **ORIENTATION** and 1 full day called **CHECK-IT-OUT DAY** to showcase all available activities to help the campers decide which 3 activities they will sign up for as Primes.

*NOTE: \*\* Campers who intend to take Horseback Riding Lessons **MUST** sign up for that activity **ONLY** in advanced!*

<b>ORIENTATION</b>	<p>On the Sunday night beginning each session. All new campers must go to an Orientation in which each department showcases the activities they are offering. This is done to help point campers in the direction of what activities they may be interested in checking out the next day to possibly sign up for as primes. The idea of orientation is a showcase of what ILC has to offer, activity-wise. Each department will put on a video, live show, or some other creative performance that will showcase the activities they have to offer. It is pretty amazing to watch.</p>
<b>CHECK-IT-OUT DAY</b>	<p>Check-It-Out Day occurs on the first Monday of each session. Rather than our regular daily schedule, the primes &amp; dailies are replaced with "CHECKS". This day is designed for new and returning campers to test out activities they may want to sign up for as primes. This is a very important day because with all the variety, it helps the campers narrow down what they want to sign up for.</p> <p style="text-align: center;"><u>HOW IT WORKS</u></p> <ul style="list-style-type: none"> <li>● At breakfast, each camper will sign up for 5 Checks from a list that is placed on their table.</li> <li>● Five different activities can be hard to remember for a lot of campers, especially the younger ones, so at any point in the day, if a camper has forgotten what they signed up for, they can ask a counselor to do a "CHECK CHECK" to find out what they signed up for.</li> <li>● We encourage campers to try a variety of activities. This is the perfect opportunity for our campers to discover new interests.</li> <li>● At dinner, after campers have attended all of their checks, they will sign up for their primes!</li> </ul>

## ILC REGULAR SCHEDULE & TERMS DICTIONARY

8:00 AM	Wake UP	1:20 PM - 2:20 PM	Third Prime	7:30 PM - 8:15 PM	Elkview Canteen
8:30 AM	Breakfast	2:35 PM - 3:35 PM	First Daily	7:45 PM - 9:00 PM	Lakeside EVAC
9:15 AM - 10:00 AM	Bunk Clean Up	3:35 PM - 4:45 PM	Second Daily	8:15 PM - 9:15 PM	Elkview EVAC
10:00 AM - 11:00 AM	First Prime	4:45 PM - 6:00 PM	Rest Hour	9:00 PM	Lakeside Canteen
11:15 AM - 12:15 PM	Second Prime	6:00 PM	Dinner	9:30 PM - 11:30 PM	Bunk Curfews
12:30 PM	Lunch	6:30 PM - 7:30 PM	Free Choice		

Many of the terms we use may seem foreign to new campers. Below is a list and brief definition of some ILC terms that are associated with our scheduling:

<b><u>PRIMES</u></b>	Primes are the first three activity periods of the day. These are activities that campers do everyday, usually working toward some sort of finale to be shared on performance day. Campers choose their primes at dinner on the first Monday of each session. This is so they can use each activity period on Monday to check out the activities they may want to sign up for. Campers are not allowed to sign up for 3 primes in any one department. This is to encourage them to try a variety of activities. Campers are allowed to change their primes up until the first Wednesday night dinner of the session. See the <i>Sample Prime List</i> below for an idea of what types of activities are offered in each department.
<b><u>DAILIES</u></b>	Dailies are the two afternoon activity periods of the day. These are activities that campers sign up for at lunch to do that afternoon. There is a different daily sheet for every day so campers can sign up for different activities everyday. See the <i>Sample Daily Sheet</i> below for an idea of the types of activities that are offered in each department for dailies.
<b><u>REST HOUR</u></b>	Rest hour is the hour before dinner that all campers must return to their bunks and settle down or get ready for the rest of the day. At least one counselor in each bunk is on duty at that time. Often campers take naps, showers, read, or write letters home. Mail is also delivered to the campers at their bunks at this time.
<b><u>FREE CHOICE</u></b>	Free choice is the sixth and final activity period of the day. This occurs after dinner each night. Rather than fill out a sign up sheet, Dan will announce what is open during free choice at dinner and campers can decide which activity they would like to go to after that.
<b><u>CANTEEN</u></b>	Canteen is a short time in the evening, either before or after EVAC, in which we open up our "Canteen" which sells pizza, candy, snacks, and soda to campers. Each camper can get a candy and soda for free each night.
<b><u>EVAC</u></b>	EVAC stands for evening activity. This is the final group activity of the day. Campers are often split by campuses. EVAC's can range from shows put on by counselors, traditional ILC games, pool parties, movies, etc. EVAC's change every night.
<b><u>CURFEW</u></b>	Curfew is the latest time at night campers must be in their bunks by. During the time between EVAC and curfew, campers can hang out in the canteen, check their email, make phone calls home, etc.

# SAMPLE PRIME LIST

## 1st Prime

- Art**
- 101 Creative Writing  
102 Duct Tape  
103 Fimo  
104 Photo (Beginners Welcome)  
105 Printmaking  
106 Recycled Journals  
107 Set Design for Mulan the Musical (Meet at the Theater)  
108 Silly Sculpture
- Circus**
- 109 Advanced Single Act  
110 Double Act  
111 Fly Team Acts  
112 Juggling Act  
113 Single Point Act
- Climbing Wall**
- 114 The Climb Prime
- Dance**
- 115 Ballet (Studio)  
116 Beginner Hip Hop (Dining Hall)  
117 Rise & Shine Cardio (Canteen)  
118 Yoga (Sound City Outdoor Stage)
- Digital Arts**
- 119 Electronic Music (Digi Building)  
120 ILC TV  
121 Moviemaking  
122 Poetry and Spoken Word (Meet @ Theater)
- Extreme Sports**
- 123 Advanced Skateboarding  
124 Beginner BMX
- Horseback**
- 125 Horseback Prime 1 Group A  
126 Horseback Prime 1 Group B
- Magic**
- 127 Beginner Magic - ALL ARE WELCOME
- Role Playing**
- 128 Roleplay  
129 The Dungeon Experience  
130 The Walking Dead (Lakeside only)
- Sound City**
- 131 Beginner Guitar  
132 Electronic Music (Meet @ Digital Arts Building)  
133 Intermediate Bass  
134 Lakeside Band  
135 Poetry and Spoken Word (Meet @ Theater)  
136 Songwriting
- Sports**
- 137 Advanced Soccer (Soccer Field)  
138 Aqua Aerobics (Pool)  
139 Basketball - Beginner / Intermediate (Gym)  
140 Elkview Sports Experience (Pavilion)  
141 Tri Team (Meet at Waterfront)  
142 Yoga (Sound City Outdoor Stage)
- Tennis**
- 143 Beginner/Intermediate
- Theatre**
- 144 Acapella (Main Stage)  
145 Poetry and Spoken Word (Meet @ Theater)  
146 Set Design for Mulan the Musical (Theater)  
147 Stand Up Comedy (Office)
- Waterfront**
- 148 Advanced Waterski (Lake)  
149 Beginner Sailing (Lake)  
150 Kayaking (Lake)  
151 Tri Team (Lake)  
152 Water Aerobics (Pool)

## 2nd Prime

- Art**
- 201 Abstract Art and Design  
202 Awesome Art Murals  
203 Ceramics  
204 Patchwork Sewing/ Altered Fabrics  
205 Photography  
206 Stained Glass (Lakeside Only)  
207 Treasure Boxes/ Mixed Media
- Circus**
- 208 Aero Act  
209 Fly Team Bees  
210 Lyrical Act  
211 Single / Triple / Side-By-Side Act  
212 Tissue Act  
213 Unicycle Act
- Climbing Wall**
- 214 The Adrenaline Filled Amusement Park
- Dance**
- 215 Breakdance & other b-boy styles!  
216 Theatre Jazz - Lakeside Only (Studio)
- Digital Arts**
- 217 ILC TV  
218 Minecraft (Computer Lab)  
219 Moviemaking
- Extreme Sports**
- 220 BMX DIRT TRACK  
221 SKATEBOG (All Levels Skateboarding/ Scooting)
- Horseback**
- 222 Horseback Prime 2 Group A  
223 Horseback Prime 2 Group B
- Magic**
- 224 Advanced Magic - By Invitation Only
- Role Playing**
- 225 Dungeons and Dragons  
226 Minecraft (Meet at Digi)  
227 Roleplay  
228 Secret Identities - A Superhero RPG
- Sound City**
- 229 Art of Rap  
230 Beginner Bass  
231 Beginner Drums  
232 Elkview Band  
233 Intermediate Guitar  
234 Vocal Workshop
- Sports**
- 235 Advanced Basketball (Gym)  
236 Archery Experience (Meet Outside of the Office)  
237 Girls Fitness / Zumba (Meet at Dining Hall Porch)  
238 Running Club (Meet at Gym Porch)  
239 Soccer - Beginner / Intermediate (Soccer Field)
- Tennis**
- 240 Beginner/Intermediate
- Theatre**
- 241 Costumes for Mulan the Musical (costume shop)  
242 Mainstage Play: Rapunzel (main stage)  
243 Musical Theater Workshop: Frozen & Other Musicals (office)
- Waterfront**
- 244 Beginner Waterskiing (Lake)  
245 Elkview Experience - Water Games, Water Activities, Kayaking, Paddle Boats, Sailing (Lake)  
246 Swim Team - All levels Welcome (Pool)

## 3rd Prime

- Art**
- 301 Advanced Photo  
302 Candlemaking (Lakeside Only)  
303 Experimental Ceramics  
304 ILC Slideshow (Meet at Digi)  
305 Jewelry and Beading  
306 Junk Art  
307 Plaster Maches  
308 Stained Glass (Lakeside Only)
- Circus**
- 309 Fly Team Cockroaches  
310 Hammock Act  
311 Hula Hooping Act  
312 Mini-Rig Trapeze Act  
313 Mini-Tramp Act  
314 Spanish Web Act
- Climbing Wall**
- 315 Climbing Mash-Up
- Dance**
- 316 Advanced Hip Hop - Invite only (Canteen)  
317 Jazz Fusion (Studio)
- Digital Arts**
- 318 Humans of ILC  
319 ILC Slideshow  
320 ILC SportsCenter - Sports Journalism  
321 Moviemaking  
322 Skits and Sketches
- Extreme Sports**
- 323 BMX Bonanza (All levels/All Terrain)  
324 Fundamentals of Skateboarding
- Horseback**
- 325 Horseback Prime 3 Group A  
326 Horseback Prime 3 Group B
- Magic**
- 327 Stage Illusion Workshop
- Role Playing**
- 328 LARP - Meet at Dungeon
- Sound City**
- 329 Elkview Band  
330 Intermediate Drums  
331 Lakeside Band  
332 Marching Percussion  
333 Songwriting
- Sports**
- 334 Basketball - Beginner / Intermediate (Gym)  
335 Golf (Driving Range Next to Pool)  
336 Soccer - All Levels (Soccer Field)  
337 Sports Journalism (Meet at Digi)  
338 Team Sports (Gym Porch)  
339 Volleyball (Volleyball Courts/All Levels)  
340 Weight Training / Fitness (Weight Room)
- Tennis**
- 341 Advanced OHL VII
- Theatre**
- 342 Glow in the Dark Puppetry  
343 Mulan the Musical  
344 Tech Theater (Tech Booth)
- Waterfront**
- 345 Intermediate / Advanced Sailing (Lake)  
346 Kayaking (Lake)  
347 Pool Games (Pool)  
348 Wakeboarding - All Levels Welcome! (Lake)

## SAMPLE DAILY LIST

### 1st Daily

- Art**
- 101 Build a Giant Cardboard Boat (vs the Dungeon) (Also 2nd Daily)  
 102 Doctor Who?  
 103 Flower Crowns and Flower Appreciation  
 104 Masking Tape Silhouettes  
 105 Tiny Objects for Tiny Lifestyles
- Camp**
- 106 \$w@g CITY - Invite Only!  
 107 Brodie's Boot Camp (BBC)
- Circus**
- 108 Fly Team Cockroaches & Dragonflies- Invite only  
 109 Juggling, Diabolo, Poi, Jumpsproe, Hula hoop & random fun stuff  
 110 Learn some awesome hula hoop tricks  
 111 Relaxing & Stretching
- Climbing Wall**
- 112 Cloud Watching Certification - Invite Only (You're all invited)
- Dance**
- 113 Breakdancing w/ Stevie!  
 114 Dance Around Camp w/ Andrea!  
 115 Nail Polish Party w/ Rachael! (bring your own nail polish)
- Digital Arts**
- 116 Digi Prep by Invitation Only  
 117 Open Computers - Elkview Boys  
 118 Watch a PG Movie! All are welcome!
- Extreme Sports**
- 119 Historical Walk Through Camp to Learn the Legend of Buros
- Go-Karts**
- 120 Go-Karts - Boys ONLY! (B3-B6)
- Horseback**
- 121 Lesson Planning
- Role Playing**
- 122 Build a Giant Cardboard Boat (vs. Art)  
 123 Open Dungeon  
 124 Pirate's Dice with Matt
- Sound City**
- 125 Danny shows you how to play the only 4 chords you need to rock out!  
 126 Riley and Dylan teach you to play and sing Radioactive!  
 127 Tyler and Brandon teach you to be a sweet guitar-drum duo!
- Sports**
- 128 Soccer Scrimmage (Soccer Field)  
 129 Ultimate Frisbee (field outside office)  
 130 Yoga (Canteen)
- Tennis**
- 131 Beginner/Intermediate  
 132 Lesson - Invite Only
- Theatre**
- 133 Be a Pretty, Pretty Princess w/ Autumn!  
 134 Buddy the Elf, What's your Favorite Color? w/ Annie  
 135 Disney Appreciation w/ James!
- Waterfront**
- 136 Open Lake - Aqua Glide, Aqua Jump, Rock-It, Kayaks, Paddle Boats, etc.  
 137 Open Pool (Pool)  
 138 Wakeboarding (Invite Only)

### 2nd Daily

- Art**
- 201 Keep Building that Giant Cardboard Boat (vs the dungeon) (Also first daily)  
 202 Octopus Cafe  
 203 Popsicle Stick Puppet Pals  
 204 Read a book (or knit) on the Art Room Couch!  
 205 Tat, Tat, Tat it up! Sharpie Tattoos
- Camp**
- 206 \$w@g CITY - Invite Only!  
 207 Brodie's Boot Camp (BBC)
- Circus**
- 208 Flying Trapeze, in the Breeze  
 209 Watch the People Who Sign Up For Flying Trapeze
- Climbing Wall**
- 210 Mission Impossible
- Dance**
- 211 Ultimate Chill Session w/ John! (meet at theater)
- Digital Arts**
- 212 Digi Prep by Invitation Only  
 213 Open Computers - Elkview Girls  
 214 Watch a PG Movie! All are welcome!
- Go-Karts**
- 215 Go-Karts - Elkview Girls ONLY!
- Horseback**
- 216 Pony Club!
- Magic**
- 217 Trick - A - Day (Learn - A - Trick)
- Nature**
- 218 Get Into Nature Initiative: Build a Campfire & do some outdoor Cooking with Desi, Yeah NATURE!
- Role Playing**
- 219 Deckbuilding with Jack Shep the Crack a Pack Chap  
 220 Keep Building a Giant Cardboard Boat (vs. Art)  
 221 LARP with Gordon  
 222 Open Dungeon
- Sound City**
- 223 Roadie Training: Learn to fully set up and wire a stage!
- Sports**
- 224 Basketball (Gym)  
 225 Brazil vs. Germany - World Cup Semifinals (Dining Hall)  
 226 Ping Pong (Canteen)
- Tennis**
- 227 Advanced ONLY!  
 228 Lesson - Invite Only
- Theatre**
- 229 Crazy Mask Making w/ Roi
- Waterfront**
- 230 Open Lake - Aqua Glide, Aqua Jump, Rock-It, Kayaks, Paddle Boats, Banana Boat, Tube, etc.  
 231 Pool BBQ (Pool)

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