

Daily Schedule Explained

*2017 Camper Info

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 <u>AT CAMP</u>, 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!

ORIENTATION

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.

CHECK-IT-OUT DAY

Check-It-Out Day occurs on the first Monday of each session. R.ather than our regular daily schedule, the primes & 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.

HOW IT WORKS

- At breakfast, each camper will sign up for 5 Checks from a list that is placed on their table.
- 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.
- We encourage campers to try a variety of activities. This is the perfect opportunity for our campers to discover new interests.
- At dinner, after campers have attended all of their checks, they will sign up for their primes!

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:

PRIMES	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 Sample Prime List below for an idea of what types of activities are offered in each department.
DAILIES	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 Sample Daily Sheet below for an idea of the types of activities that are offered in each department for dailies.
REST HOUR	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.
FREE CHOICE	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.
CANTEEN	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.
EVAC	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.
CURFEW	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

	Art IDL Creative MY fing IDC Count Table	Art 201 Abstract Art and Creator 202 Awstone Art Model	Ans 301 Advanced Photo	- :
	102 Dust Table			
				_
		ZIZ ANNUAL MINUS	CO: Candination (urbanish Crist) SCP: Province del Commission	
	105 Nov. 106 Nobe (Supremen Aldrense)	2%. Delement Seniory/Allient Below.	301 3.C Stockers (seed of Obj.)	
	105 Sentraking	225 Photograph	3.5 Senitry and Beiding	1
	Title oncoded to unite	23 - Maned olava (i senum taniy)	22 105 9T	
	the series pole to make the adjoint of	The prepared programmed High	201 Meth Norws	
	the sheeter;	Oroze	308 Sched Gos (Lakerba Dry/)	
	tot all antitus	206 Part No.	Circus	
	Grees	239 FM Team See.	DGG TM Team Dockroaches	
	109 Alexand Stole 64	200 (pabil	2012 February 6, 2nd	
	130 Codde A.	27 F. High J. Helv / Kin Ry No. Sci.	201 Historiog 24	
	LLL Th Teatr Anta	2.2 Tms.4 Act	3c2 Min-Alp Trapers Act	
	117. Aggleg Ad	.c.v unpyde yct	VILL PRE-INDIPACE	
	TSC Stude Soul Sec.	standing Well	354 Sparach Web Ast	
	Clinitating Well	224. The Administrate Hind variations with	Climbing Wolf.	
	Li4 The Olinic Prime	Bourse	SUB- Officiality Medical (c)	
	Dance	Only Mineledance & Ottors belog stylen	Donce	
	LLS 2s left (Studio)	2.6 Threfor Jan: Labority Only (Sciett)	318 Johanned Halling Invasionly (Careson)	
	199 Brigiment lipition (Saning Hell)	Digital Arts	3UT Date Positin (Studio)	
	117 Tools Stree Cords (Codocs)	2.T LCTV	Digital Arx	
	135 Year Bound Oly Custer Skots I	200 Minist Alt Computer Last	da Harward La	
-	Digital Arts	220 Miscouning	295 10 Kitachese	
	US Distance Stude Old Bulbins I	Edrore Sports	320 105 orb Octor Sperb Burrollier	
	DID BETY	TOO REPUBLICATIONS	301 Pibrearising	
	121 Missin reling	221 SWITESTREAM levels Substance and	vac signs and signs their	
	(22 Toolsy and Spoken West (Mar. 1)k Turking (Sevoluting)	Pederate Special	
	Edward Sports	Homebook	525 BMS Bounce (Allievels/E. Directs)	
	List Manager Medical and Committee	222 Herman Plan 2 Stop 6	124. Purchamentols of Surphornorm	
	124 Sighter BVC	223 Horwook Print 2 Group 8	Horenbock.	
	Hanvaback	Hapix	SSS Floradox «Prima 3 Group A	
	125 - trrebox Prine 1 Drup 4	234 Advanced Veglo - By Invitation Dring	32 House Pine Person I	
-	12) CHROCKPING DOOP 4	Toda (Sayling)	Magic	
	Migh	222 Coungeons and Draigons	302 Slega Etiskar Michiga	
	12 C. Argham Physic - G. The Med Clarks	599 Microsoft (Mod al 1965)	Each (Coping)	
	Bole Hoyley	227 Richardy	209. 1797 - Mind of Dingson	
	178 Sanishy	200 Secret Identities - A superhect library	Sound City	
	129 Tel Cargon Squirero	epunditary	125 Bole / Birto	
	130 The Walking Dead (Eaklet de troi/)	ZW ATCHAS	200 Indemned ste Drume	
	wundcty	201 Beginner Drume	Dat Leonada Dend	
	Lit argenic sour	222 Delevious	383 Marchig Percentur 393 Server Ring	
	192 Herry Year Cover groups with	100 Breathands and the	SOCIAL SECURITION SECU	
-	autang)	29' Youl Worldings		
	CO. Internal designations	Sports	July Confedball - Degitimer / Chlorer eclate (China)	
	121 Lakube Serd	255 Advanced Soundtoff (GreC	575 Coll Telefra Foreaction, or Rocks	
	135 Feelin, and Stockers Work (Host) (N	. Zub. Jecthery Digesterica Grant Cutakla of the	July Spoor - 4 Levels (Spoorer - eld)	
	Total	Office	sur boots (symples area state)	
	196 Sugwiden	207 Orb Filmes / Zunbalthiot / Dinks Hr)	598. Team Specia (ComParely)	
	Sports	Perist	300 Volleyboll (Volleyboll Courts All Levels)	
	137 Alva cad Sona (Sona Falt.)	1986. Recording Coding News of Sign (President)	HE Wegit Henry (HENR (AND ERSON)	
	1.30 AQUE HERSCHOL (POSI)	229 Soon: Sealone / Informatide Contra	Travels	
	179 Adjustas Hisgaries / Intermediate	HAT	SR ASSOCIONA	
	(Ar, 10) 140 Ulbrien uports Lisperience (Art. riter)	Terr-ia	Theolog	
	141 Int From [Hert or Waterburk]	740. Bog/mm/hourn adata	S.D. Olovius of East Poppetry	
	142 Year (Sound Ohr Quatron Slope)	Theotre	340 Hulen the Pustod	
	Tennis	 (24) Column the Short the Physiological and charter 	344 Tech Theater (Tech Spoth)	
	145 Sephran/Interned da	242 Helicorp Ray Samuel (Secretary)	Wwwfrant	
	theern	26 Maio Paulo Matalago Franco III o	SPE: Injuries are / Advanced being (Lake)	
	Tell Acade a (Manistage)	M-90/E(rhet	7df. Reyndeg (John)	
	11 - Roetry and Spoken Word Miles: (9-	Wolarimati	547 Pool Corner (Pool)	
	Theory:	TW: Boyliner Workship Julies	ver vakalbarding-w sittels velboner (uite)	
	196 Set Design for Males the Musical (Theater)	5/5 House Experience - Material States		-
=	the standing transprinting	At allow toward, resto hear, haling		-
	Waterfront	3.64)		
=	146 Advanced Westeld Gallatia	20th Seat Cook - 10 bank Westing (1905)		
	199 Dichrer Selling Loon			
	150 sayating statos)			
	111 Differs Benefit			
	111 Differs Benefit			

SAMPLE DAILY LIST

1st Daily		2nd Daily	
	M	10.00	Art
	Build a Gant Euroboard Doub (with Burgson) (Also and Duily)	201	Keep Building that Glant Cardboard Boot (vs. the dungson) (Aso first
	Dustor Who?	202	dally) Cottous Cris
	Hower Crowns and Hower Approxisoen		Population Stick Purpoin Pale
	Masking Tape Silhouettee		Read is book (or only) on the Art Room Couch/
100	The Dajects for Tiny Lifestyles		Tel, Tel, Tel Bupl Shople Tolocy
	Comp	20	Camp
	\$vi3ig CITy - Invite Only!	200	
100	Brodels Boot Damp (SSC)		\$w@g.CiTy - Invite Dryl
	Oreus	2.0	Brook's Book Camp (SBC)
	Ry Team Coducadnes & Dragonflies- Invite only		Grous
	Logling, Diabolo, Rd., Emprope, I Wahoop & rendom fun et. if		Figing Topeon, in the Breeze
	Depri some avesome hular oup triple:	209	Watch the People Who Sign Up For Flying Trapezer
111	keleang a sanadhing		Climbing Wall
	Climbing Wall	210	Meson Imposible
112	Cloud Watching Certification - I mile Chily (You've all Britisel)		Dance
	Dance	211	Utimate Chill Session w/ John! (meet at theater)
113	Breakcanding w/ Slaviel		Digital Arts
114	Dance Around Camp w/ Andreal	212	Dig Prep by Invitation Dray
115	Not Polish Party by Radiosit (bing your ownnot polish)	213	Quan Computery - Ellwiss Sirly
	Digital Arts	214	Market in P.G. Model Allians we borned
136	Did Prep by Invitation Only		Go Karts
	Queri Computers - Elloriere Soys	215	So-Karts - Bloview Girls ONLYI
	Match a PS Moviel Allians welcome!		Horseback:
	Extreme Sports	215	Party CLIst
19	Historical Walk, Through Camp to Learn the Legano of Burca	2.12	Magic
	Go-Karts	217	Trick - A - Day () earn - A - Trick)
20	Bo-Cartin - Boys ChiLVI (333-06)	717	Notare
-	Horsedauck	343	Set Into Nature Initiative: Build a Campline & do come purdoor
12-	Lesson Planning	CIS	Cooking with Desi, Year NATURE
£-	Rale Ptrying		Role Pleying
35	11-11-11-11-11-11-11-11-11-11-11-11-11-	74.0	Deddoulding with Jack Shap the Gradk a Pack Chap
	Build a Giant Cardboard Boet (vs. 4rt)		Keep Building a Glant Cardboard Boat (ve. Art)
	Open Durgeon		LAPE with Gordon
29	Photo/s Dice with Matt		
	SoundCity	222	Sound City
25	Dancy shows you how to play the only + chards you need to rack.		
	0.0	223	Roadis Training: Learn to fully set up and vine a stage!
	Rilley and Dylan beach you to play and sing Redisactive!		Sports
122	Tyler and Branch steach you to be a sweet guitar-drum dust		Dasketbell (Gym)
	8ports		Forcil vs. Germany - World Dup Semiffords (Dining Hall)
	Soccer Scrimmage (Soccer Reld)	225	Phy Peng (Canteen)
	Litimate Pristee (Feld outside office)		Termis
30	Yoga (Cantiver)		Activational CNLVI
	Tennis	225	Lesson - Invite Driy
	SegimeryInfarmed sta		Theodre
32	Desiron - Shelle Chily	229	Crazy Mask Making w/ Roll
	Theatre		Wishertrant
	Se o Pretty, Rietty Princess w/ Autumni	290	Open Lake - Aque Gilds, Aque Jurro, Rock-It, Keyaks, Peode Boets,
34	Buody the B1, What's your Ravorite Color? w/ Annie		Banano Boot, Tube, etc.
35	Disney Appreciation w/ James! Washestman!	231	Pool BBQ((Pool))
36	OpenLake - Aque Glids, Aqua Juno, Rook-It, Kayako, Peddle Boets, eks.		
120	(pen Pool (Fool)		