

LINDEN HALL *Summer*



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Welcome TO SUMMER AT LINDEN HALL 2019!

*create play
learn grow*

Last year, we introduced our newly renamed GIRLS (Growth, Imagination, Recreation, and Learning in the Summer) Camp. This year we are expanding the GIRLS Camp to include two programs, the GIRLS Mix-and-Match Camp, similar to what was offered the last few years, and the new GIRLS Themed Camp. The theme for the 2019 GIRLS Themed Camp is STEAM.

Additionally, we are piloting a new Spanish Immersion summer program. This two-week camp introduces campers to the Spanish language and culture through content-focused classes and engaging hands-on activities.

Whether it be science, cooking, creative writing, or foreign language, Summer at Linden Hall is sure to have a course that meets the interest of every camper.

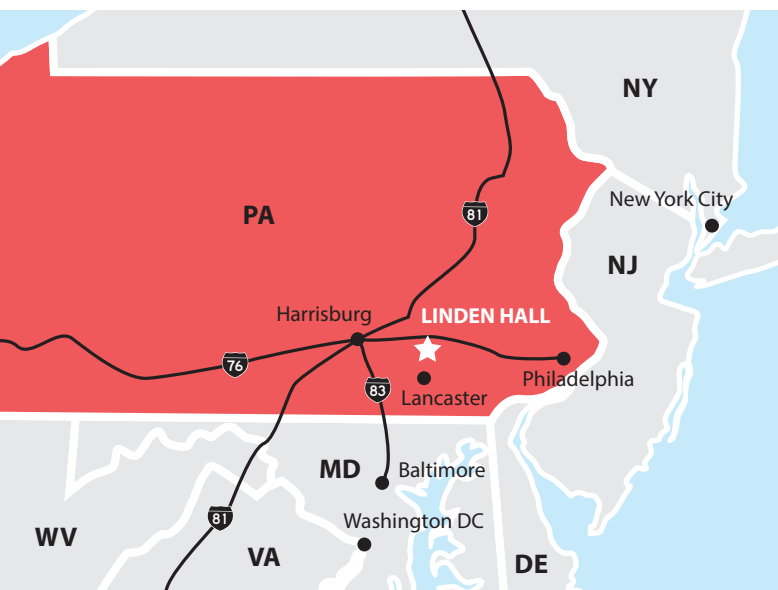
Location

Our picturesque 49-acre campus is situated in the heart of Lancaster County, Pennsylvania, in the quaint town of Lititz. Listed as one of the nation's top 10 Distinctive Destinations by the National Trust for Historic Preservation and named the Coolest Small Town in America for 2012-2014, Lititz offers an eclectic mix of specialty shops, cafes, and restaurants. Lititz is home to Wilbur Chocolate and Sturgis Pretzels, the site of America's first commercial pretzel bakery. Linden Hall is ideally located between the cultural centers of Baltimore, New York City, Philadelphia, and Washington D.C., as well as the smaller city of Lancaster.

History of Linden Hall

Linden Hall is the oldest continuously run girls' boarding and day school in the United States. In 1746, the Moravian Church founded the Gemenhaus, which served as a chapel, parsonage, and schoolhouse combined. While the school originally educated both boys and girls, the Moravians were among the first to offer education to young women, believing that young women should be educated as thoroughly as young men.

At Linden Hall, we know, value, and challenge each girl who enrolls. Throughout our storied 270-year history, the principles of the Moravian Church – that a girl should develop a love of knowledge in order to reach her fullest potential and that older students can be role models for younger ones – have provided the foundation of a Linden Hall education, as it has evolved into a leading college preparatory school for girls in grades 6-12. Ours is a diverse and inclusive community that graduates independent thinkers and globally aware citizens.



Contact Information

SUMMER OFFICE HOURS

9 a.m. to 3:30 p.m., Monday–Thursday

9 a.m. to 1 p.m., Friday

MAIN OFFICE

(717) 626-8512

HONEYCUTT RESIDENTIAL BUILDING NUMBER (*after hours*)

(717) 201-2655

Meredith Renfro, *Summer Programs Director*

(717) 626-8512 x154

merenfro@lindenhall.org

Christy Davis, *Assistant Camp Director*

(717) 626-8512 x135

cdavis@lindenhall.org

Please note that office numbers can only be reached during office hours, which are shortened during the summer. For any after-hours needs, please call the Honeycutt residential building. A camp residential staff member will direct messages to the appropriate party. Email is the best method to reach the Summer Programs Director.

GIRLS Themed Day Camp: STEAM

The **GIRLS Themed Camp** offers a 50-minute course in each of the **STEAM** subject areas, science, technology, engineering, art, and math. On Fridays, classes are shortened to include an end-of-the-week showcase. At the showcase, campers have the opportunity to show off their new skills through project displays and presentations. Family members are invited to the showcase.

GIRLS Themed Day Camp: STEAM

DATES: July 8–12, 2019

AGES: Elementary (Entering Grades 2–5) and Middle School (Entering Grades 6–8)

PRICE: Early Bird Special: \$300 by March 30

Regular: \$325 beginning April 1

HOURS: 9:00 a.m. to 4:00 p.m.

EXTENDED DAY: Morning and After Care available, 7:30–9:00 a.m. and 4:00–5:30 p.m.

EXAMPLE SCHEDULE (*The order of courses is subject to change.*)

Monday–Thursday	Elementary	Middle School	Friday	Elementary	Middle School
EXTENDED DAY 7:30–9:00	Morning Session (optional; additional fee)		EXTENDED DAY 7:30–9:00	Morning Session (optional; additional fee)	
9:00–9:15	Assembly		9:00–9:10	Assembly	
9:20–10:10	Math	Technology	9:15–9:55	Math	Technology
10:15–11:05	Science	Everyday STEAM	10:00–10:40	Science	Everyday STEAM
11:10–11:25	Snack/Break		10:45–10:55	Snack/Break	
11:30–12:20	Engineering	Art	11:00–11:40	Engineering	Art
12:25–12:55	Lunch		11:45–12:25	Technology	Math
1:00–1:55	Technology	Math	12:30–1:00	Lunch	
1:55–2:45	Everyday STEAM	Engineering	1:05–1:45	Everyday STEAM	Engineering
2:50–3:40	Art	Science	1:50–2:30	Art	Science
3:45–4:00	Assembly		2:35–3:00	Assembly/Final Preparation	
EXTENDED DAY 4:00–5:30	Afternoon Session (optional; additional fee)		3:00–4:00	Showcase	
			EXTENDED DAY 4:00–5:30	Afternoon Session (optional; additional fee)	

Arrival and Departure

Campers should arrive prior to 9:00 am each morning and be picked up at 4:00 pm. Morning care is available 7:30–9:00 am and after care is available 4:00–5:30 pm for campers who need earlier or later drop off and pick up times. Please refer to the Check In/Out Procedures and Extended Day sections for more details.

STEAM Course Descriptions:

- **Science** – Using the Scientific Method and hands-on experiments, explore a different scientific field each day. Learn about biology, chemistry, physics, earth science, and astronomy. These topics may be used for other sessions throughout the day to show the connection between different STEAM fields. Activities vary based on age group.
- **Technology** – Learn to code using the popular Scratch programming language. Create animations, games, and other interactive projects. Activities vary based on age group.
- **Engineering** – Campers complete a different challenge every day. From creating paper boats that float to spaghetti and marshmallow structures, campers learn the principles of design and collaboration as they work to meet the given challenge. Activities vary based on age group.
- **Art** – Did you know that artists must be scientists? Younger campers explore the science of making sidewalk chalk and learn that watercolors and oil don't mix. Older campers learn the chemistry behind homemade tempura paint and the physics of color. Other topics may include, but are not limited to, sun prints, pigment making, and recycled-object art. Activities vary based on age group.
- **Math (Elementary)** – Elementary-age campers explore math concepts through games and real-world play. Depending on the activity, campers may be divided into smaller groups based on skill level. Some activities may be tied to the science theme for the day to show the connection between math and science.
- **Math (Middle School)** – Middle school campers explore pre-algebraic and algebraic concepts through games and real-world problem solving. Some activities may be tied to the science theme for the day to show the connection between math and science. In addition to daily activities, campers may complete a week-long project that they add to each day.
- **Everyday STEAM** – Each day, campers discover a new way that science and math explain the world around us, including the things we love. Daily topics may include the chemistry of cooking, the science of music, the physics of sports, superhero science, sci-fi astronomy, and the math and science behind magic tricks and illusions.

GIRLS Mix-and-Match Day Camp

The GIRLS Mix-and-Match Day Camp features a choice of a morning three-hour specialty electives with station activities in the afternoon. All campers in the same age group rotate through the same creative, athletic, and academic afternoon stations. Depending on enrollment, campers may be divided into smaller groups in the afternoon and the rotation order may change.

Expanding on the positive relationships between Linden Hall student counselors and campers, pairs of counselors may run some of the afternoon stations. These student counselors aim to teach and mentor campers in chosen areas of interest or expertise with the oversight of an adult instructor. Morning specialty electives and specialized afternoon stations, such as cooking, are led by adult instructors.

GIRLS Mix-and-Match Day Camp

DATES: July 15–19, 2019 and/or July 22–26, 2019

AGES: Elementary (Entering Grades 2–5) and Middle School (Entering Grades 6–8)

PRICE: Early Bird Special: \$275 for one week or \$550 for two weeks by March 30

Regular: \$300 for one week or \$575 for two weeks beginning April 1

HOURS: 9:00 a.m. to 4:00 p.m.

EXTENDED DAY: Morning and After Care available, 7:30–9:00 a.m. and 4:00–5:30 p.m.

SCHEDULE

9:00–9:15 a.m. — Assembly

9:15 a.m.–12:10 p.m. — Specialty

12:15–12:45 p.m. — Lunch

12:50–1:45 p.m. — Station 1

1:50–2:45 p.m. — Station 2

2:50–3:45 p.m. — Station 3

3:45–4:00 p.m. — Assembly

Elementary				
	Week 1: July 15–19		Week 2: July 22–26	
	Activity 1	Activity 2	Activity 1	Activity 2
SPECIALTY	"Count Me In" Math	Creative Writing	Reader's Theater	Wild World of Animals
STATION 1	DIY		Cooking	
STATION 2	Outdoor Games		Ultimate Camp Games	
STATION 3	Coding		Puzzlers	

Middle School				
	Week 1: July 15–19		Week 2: July 22–26	
	Activity 1	Activity 2	Activity 1	Activity 2
SPECIALTY	Women in History	Creative Writing	Reader's Theater	Leadership
STATION 1	Cooking		DIY	
STATION 2	Ultimate Camp Games		Sports Survey	
STATION 3	Life Skills		Coding	

Arrival and Departure

Campers should arrive prior to 9:00 am each morning and be picked up at 4:00 pm. Morning care is available 7:30–9:00 am and after care is available 4:00–5:30 pm for campers who need earlier or later drop off and pick up times. Please refer to the Check In/Out Procedures and Extended Day sections for more details.

Mix-and-Match Course Descriptions

- *“Count Me In” Math* – In this half-day summer math program designed specifically for elementary girls, campers learn and reinforce math concepts through games, stations, and real-world play. This program is so fun, campers may not even realize they are doing math. For more information about this curriculum, visit www.countmeinmath.com.
- *Creative Writing* – Write witty poems and fascinating stories in this specialty elective. Hilarious games and new camp friends help get creative juices flowing as campers hone their writing skills. One instructor oversees both elementary and middle school sections, while Linden Hall student counselors help lead age-appropriate breakout sessions.
- *Reader’s Theater* – Act out plays without memorizing lines! In this specialty elective, campers explore new scripts each day to practice fluency and dramatic voice. Campers also make props, design simple scenery, and practice in front of their peers. On Friday, perform for fellow campers and family members. One instructor oversees both elementary and middle school sections, while Linden Hall student counselors help lead age-appropriate breakout sessions.
- *Wild World of Animals* – Campers delve into the world of animals in this popular elementary specialty elective. Campers learn about animals and their habitats through stories, games, songs, crafts, research, and science lessons, as well as through first-hand encounters with visiting animals.
- *Women in History* – Middle school campers are introduced to women who have made important contributions to history. Explore women warriors, diplomats, adventurers, artists, scientists, queens, and more! Campers learn through research, roleplay, and hands-on experiences.
- *Leadership* – In this middle school specialty elective, campers learn important leadership skills, such as conflict resolution, problem solving, goal setting, and communication skills. They investigate concepts through dynamic discussions and cooperative group activities. The acquired skills not only foster leaders, but also help prepare campers to be more productive students and citizens.
- *DIY* – At this creative “Do It Yourself” station, campers explore a plethora of DIY projects from décor to duct tape. Projects vary by age level.
- *Outdoor Games* – Campers play outdoor games like horseshoes, bocce, bean bag toss, ladder golf, disc golf, and croquet at this athletic-themed station. In the event of rain, games are moved into the gym.
- *Coding* – Back by popular request, at this academic station campers learn to code using the popular Scratch programming language. Create animations, games, and other interactive projects. Activities vary based on age group and may be different than those in the STEAM camp.
- *Cooking* – Have fun with basic cooking and baking at this creative station. Learn kitchen safety skills with hands-on practice from our school chefs. Eat what you make! Please let us know about any dietary restrictions ahead of time.
- *Ultimate Camp Games* – At this athletic station, play some of the most popular, active, wild and wacky games known to the camp world. Games may include capture the flag, relays, variations of kickball, and an infinite variety of tag games. Activities may vary by age and camper preferences.
- *Puzzlers* – Campers put their creative thinking skills to the test through brain teasers, math puzzles, word puzzles, jigsaw puzzles, and more. During this academic station, campers complete daily challenges and work both cooperatively and independently to solve an array of puzzles.

- **Life Skills** – For this academic station, middle school campers learn how to independently perform a variety of tasks. Example skills may include, but are not limited to, doing laundry, using a hammer and screw driver, practicing greeting new people, writing thank-you notes, and reading a map or written instructions.
- **Sports Survey** – Explore a different sport each day at this athletic station. Example sports include volleyball, basketball, soccer, tennis, kickball, and disc golf. The exact sports played depend on equipment availability and camper preferences.

GIRLS Mix-and-Match Overnight Camp

DATES: July 14–27, 2019

AGES: Elementary (Entering Grades 3–5) and Middle School (Entering Grades 6–8)

PRICE: Early Bird Special: \$1450 by March 30
Regular: \$1500 beginning April 1

DROP OFF: 4:30–5:30 p.m. Sunday, July 14

PICK UP: 10:00 a.m.–12:00 p.m. Saturday, July 27

DAILY SCHEDULE

8:00–8:45 a.m. — Breakfast

8:30–8:45 a.m. — Room Inspection

9:00 a.m.–4:00 p.m. — Day Camp

4:00–5:30 p.m. — Afternoon Session

5:30–6:30 p.m. — Dinner

6:30–7:30 p.m. — Evening Session

7:30–8:00 p.m. — Elementary Cabin Meeting

7:30–8:30 p.m. — Middle School Cabin Meeting and Additional Activities

8:00/8:30 p.m. — Lights Out — Free Time/Ready for Bed

9:00 p.m. — Elementary Lights Out

10:00 p.m. — Middle School Lights Out

Description

In this two-week program, campers participate in the GIRLS Mix-and-Match Day Camp activities. However, overnight campers have the opportunity to extend their fun through the additional afternoon session and evening session, as well as exciting weekend field trips.

During the afternoon session, overnight campers complete daily crafts and games along with day campers who signed up for the Extended Day Program. While there are plenty of fun activities to keep campers occupied, this is meant to be a slightly slower paced time to allow overnight campers to catch their breath between the day camp and evening session. Refer to the section on the Extended Day Program for more details.

The evening sessions are what makes the Overnight Camp special. Campers are divided into “cabin” groups based on their dorm area and age. Each cabin group will participate in a variety of activities throughout the week, such as campfires, team-building activities, escape room challenges, life-size board games, camp games, and more. The activities will be part of the Red and Blue whole camp competition, more details for which can be found in the Red and Blue Competition section of this guide. The final Friday evening of camp features a mini-carnival in the gym.

Room inspections will be completed daily. Campers who have a clean room will earn one point for their team as part of the Red and Blue competition.

After the evening session, each cabin will participate in cabin meetings. The meetings are an opportunity for dormmates to bond by creating cabin traditions together, such as chants and songs, and participating in team-building activities. Cabin meetings also offer the chance for individual campers to reflect on their day and create goals for the week through discussions and journaling.

Weekends

For the weekend between the two weeks of the overnight camp, campers have the opportunity to attend two field trips. All expenses are included in the camp price.

On Saturday, campers go to Black Rock Retreat, which is located about 45 minutes from campus. There they can participate in an Animal Habitat Hike in the morning and go swimming in Black Rock's lake in the afternoon. An alternate activity may be substituted depending on availability and weather. Please note that Black Rock requires that bathing suits have no bare midriffs; life guards require t-shirts to be worn over two-piece bathing suits. For information about Black Rock, visit www.blackrockretreat.com/activities.

Saturday evening will finish with a relaxing evening of a movie and popcorn in either the theater or LGI (Lecture Hall), both with large projector screens and tiered seating to give a movie-theater feel.

On Sunday, campers will go to Hershey Park for a fun-filled day of roller coasters, waterslides, and more in the Sweetest Place on Earth. Entrance to the park includes access to the amusement park, water park, and Zoo America. For more information, visit www.hersheypark.com.

Arrival and Departure

Campers should be dropped off between 4:30 and 5:30 pm on Sunday, July 14 at Honeycutt Hall, the residence hall lobby. Honeycutt Hall is located next to the drop-off circle where the lion statue is located. Campers should be picked up between 10:00 am and noon on Saturday, July 27, also at Honeycutt Hall.

Spanish Immersion Elementary

DATES: July 15–19, 2019 and July 22–26, 2019

AGES: Entering Grades 2–5

PRICE: Early Bird Special: \$550 by March 30
Regular: \$575 beginning April 1

HOURS: 9:00–4:00 pm

EXTENDED DAY: Morning and After Care available, 7:30–9:00 am and 4:00–5:30 pm

SCHEDULE

9:00–9:15 a.m. — Reunión/Meeting

9:15 a.m.–12:10 p.m. — Clases/Cultural classes, vocab, and grammar

12:15–12:45 p.m. — Almuerzo/Lunch

12:50–1:45 p.m. — Arte/Art

1:50–2:45 p.m. — Conversaciones y Actuación/Conversations and Role Play

2:50–3:45 p.m. — Deportes y Juegos/Sports and Games

3:45–4:00 p.m. — Reunión/Meeting

Description

Elementary-age campers, entering grades 2–5, immerse themselves in the Spanish language and culture in this two-week program. No Spanish experience is necessary. Campers have a three-hour block of time in the morning that is split into three one-hour sessions each day. Each of these sessions is taught in Spanish. One is based on the culture of a Spanish-speaking country and includes watching a video and other activities about this country. The other two morning sessions cover vocabulary and grammar based on a selected topic.

At lunch, campers and Spanish Immersion staff sit together to debrief what was covered in the morning session and to continue learning with a conversation table format. After lunch campers break into smaller sessions where they can apply Spanish while having fun. They learn songs, make crafts, play games, and more.

Arrival and Departure

Campers should arrive prior to 9:00 am each morning and be picked up at 4:00 pm. Morning care is available 7:30–9:00 am and after care is available 4:00–5:30 pm for campers who need earlier or later drop off and pick up times. Please refer to the Check In/Out Procedures and Extended Day sections for more details.

Spanish Immersion Middle School

DATES: July 14–27, 2019

AGES: Entering Grades 6–8

PRICE: Earl Bird Special: \$1450 by March 30
Regular: \$1500 beginning April 1

DROP OFF: 4:30–5:30 p.m. Sunday, July 14

PICK UP: 10:00 a.m.–12:00 p.m. Saturday, July 27

SCHEDULE

8:00–8:45 a.m. — Desayuno/Breakfast

8:30–8:45 a.m. — Inspección de los cuartos/Room Inspection

9:00–9:15 a.m. — Reunión/Meeting

9:15–10:10 a.m. — Arte/Art

10:15–11:10 a.m. — Conversaciones y Actuación/Conversations and Role Play

11:15 a.m.–12:10 p.m. — Deportes y Juegos/Sports and Games

12:15–12:45 p.m. — Almuerzo/Lunch

12:50–3:45 p.m. — Clases/Cultural Classes, Vocab, and Grammar

3:45–4:00 p.m. — Reunión/Meeting

4:00–5:30 p.m. — Siesta-Sesión de la tarde/Rest-Afternoon Session

5:30–6:30 p.m. — Cena/Dinner

6:30–7:30 p.m. — Sesión de la Noche/Evening Session Games and Activities

7:30–8:30 p.m. — Reunión con la cabaña/Cabin Meeting

8:30–9:45 p.m. — Tiempo Libre o de charlar/Free time or conversation time

10:00 p.m. — Luces Apagadas/Lights out

Description

Middle School campers, entering grades 6-8, immerse themselves in the Spanish language and culture in this two-week, overnight camp program. No Spanish experience is necessary. Campers have three one-hour blocks of time in the morning in which they debrief the previous day, play games, sing songs, role play, etc. Each of these sessions is taught in Spanish.

At lunch, campers and Spanish Immersion staff sit together to debrief what was covered in the morning session and to continue learning with a conversation table format. After lunch, there is a three-hour content broken into one-hour segments. One is based on the culture of a Spanish-speaking country and includes watching a video and other activities about this country. The other two sessions cover vocabulary and grammar based on a selected topic.

During the late afternoon, campers are given the opportunity to have a bit of a rest before the evening activities, or they may join the afternoon session with the GIRLS Camp that is running at the same time. The afternoon session consists of crafts and games.

The campers regroup for dinner where they again have conversations and discuss their day. In the evening, Campers participate in the evening session activities that the GIRLS campers are doing; however, they complete the activities in Spanish. It is expected that the campers in the Spanish Immersion Camp speak Spanish until going to bed, unless it is an emergency, or unless they must speak with camp staff who are not part of the immersion program.

Arrival and Departure

Campers should arrive prior to 9:00 am each morning and be picked up at 4:00 pm. Morning care is available 7:30-9:00 am and after care is available 4:00-5:30 pm for campers who need earlier or later drop off and pick up times. Please refer to the Check In/Out Procedures and Extended Day sections for more details.

Extended Day

DATES: July 8–12, July 15–19, and July 22–26, 2019

AGES: Entering Grades 2–8

PRICE: Morning Session: \$75/week
Afternoon Session: \$75/week

DROP OFF: Morning Session: 7:30 a.m.

PICK UP: Afternoon Session: 5:30 p.m.

Extended Day is designed for campers who need an earlier drop-off time or later pick-up time, or for campers who wish to extend their camp fun. In the morning session, campers play games, do crafts, and explore the Linden Hall campus. Campers who register for the afternoon session join the overnight campers for activities including a daily craft and game. Example activities include classic camp crafts such as, sand art, friendship bracelets, and fuse beads. Daily games may include board games, team building games, and classic camp games.

Check-in and check-out procedures still apply for morning and afternoon sessions but occur at 7:30 am and 5:30 pm.

Policies and Procedures

Expectations

Campers are expected to follow all camp rules and policies. For their own well-being, campers should follow the directions of any leader overseeing an activity, including camp staff, school employees, or field trip guides. In the unlikely event that a camper chooses disruptive or harmful behavior, she may be required to sit out of an activity or be sent home.

Overnight Camp Tips

Overnight campers should exhibit an age-appropriate level of independence and self-care. They need to be able to shower, groom, and dress themselves. While camp staff tell campers when it is time for bed, and make sure campers are up for breakfast, campers should be able to maintain a responsible routine. Room inspections are made daily, so campers need to make their beds, empty their trash, and keep the floor neat. If needed, campers should be able to do their own laundry.

What to Wear

The ideal clothing for camp is comfortable and in accordance with the following dress code. No short shorts, bare midriffs, or revealing spaghetti straps. Undergarments should not be visible, and shorts should be finger-tip length. Clothing should not display references to drugs, alcohol, tobacco, weapons, or profanity. Bikinis are not permitted for activities requiring bathing suits. It is recommended campers wear sneakers or other comfortable, closed-toed shoes. Flip-flops should only be worn for water activities or in the dorms.

What to Bring

DAY CAMP

- ☐ Water bottle
- ☐ Tote bag, string bag, or backpack
- ☐ Sunscreen
- ☐ Change of clothes for athletic electives (per description)
- ☐ Non-perishable morning and/or afternoon snack (optional)
- ☐ Sweater or sweatshirt for air-conditioned classrooms (optional)

OVERNIGHT CAMP

- ☐ Items from Day Camp "What to Bring"
- ☐ Sleeping bag or twin-sized bedding (with sheets and blanket/comforter)
- ☐ Pillow
- ☐ Towels (both bath and beach/pool)
- ☐ Shower supplies and toiletries
- ☐ Bathrobe
- ☐ Alarm Clock
- ☐ Bathing suit
- ☐ Clothing and sleepwear for at least one week
- ☐ Snacks for dorm room (no refrigerated items, food must be kept sealed)
- ☐ Money for laundry cards (card machine accepts \$5, \$10, \$20 bills; we are not able to refund unused money)
- ☐ Spending money for shopping in town or weekend trips (max. \$100)
- ☐ Items for free time such as books, paper, and pens
- ☐ Flashlight (optional)

Please note: Some of mattresses have mattress pads. If a mattress pad was on the bed at the beginning of camp, please make sure that it remains at the end of camp or you will be charged for a replacement.

What Not to Bring

- Weapons of any kind, including pocket knives, cutlery, or guns
- Expensive jewelry or other valuables that may be lost or broken
- Refrigerators or cooking appliances

Technology Policy

It is highly discouraged for campers to bring technology devices to camp, except when needed for camp courses. Laptops, iPads, or music devices may only be used if required for a course and should not be brought to camp otherwise. Linden Hall is not responsible for lost, stolen, or broken devices.

It is recognized that cell phones may be necessary for contact with parents and for emergency purposes. Cell phones may not be used during camp activities and should only be used by overnight campers during free times after dinner or before bed. Campers wishing to take photos on their phone during an activity must ask permission from the instructor or activity leader. Linden Hall provides photos of camp through a Shutterfly account.

The misuse of technology may result in the confiscation of the device for the duration of an activity, the camp day, or the camp week. While many campers use their cell phones as alarms, phones may be taken overnight if deemed necessary by dorm staff.

Language Policy

The language policy of all camps is the same of that of Linden Hall during the school year. Campers are expected to speak in the target language of the program. For international campers attending the GIRLS Camps, this usually means speaking English during all activities. For Spanish immersion campers, this means speaking Spanish as directed in that program. Campers may speak their home languages during free time or at meals but should be mindful of those around them to be sure no one is being excluded. Campers are strongly encouraged to speak the common language of the group they are with so that everyone can participate in the conversation.

Check In and Out Procedures

Parents or guardians must sign all campers in and out. For all day camps, parents should enter the main lobby of the Evita M. Allen Center for Academic Excellence. Please note that all doors remain locked at all times for security purposes. If a counselor is not available to greet you, please use the buzzer to alert the receptionist, and she will unlock the door.

A table is set up in Lyet Gallery, the room next to the main lobby, for parents to sign in and out their campers. However, do not try to enter or exit through the external doors of Lyet, as these doors are locked and do not have a buzzer. The sign in sheets are used both for attendance in the morning and to keep track of which students have left and with whom in the afternoon, so please help keep our campers safe by using these forms. Parents of middle school age day campers may sign a waiver for their daughters to sign in and out themselves.

For all overnight camps, parents and guardians must sign in their daughter, no matter her age, when dropping her off and sign out again when picking her up. In this case, the sign in and out sheets are located in Honeycutt Hall, the main entrance to the dorms.

If there are special circumstances in which a camper may need to leave campus during camp (such as for a medical appointment), day campers should be signed out and back in with the receptionist, and overnight campers should be signed out and back in at the Honeycutt security desk. Please let the Camp Director know in advance of such circumstances. Camp staff reserve the right to ask to see ID of any adult signing out a camper.

Navigating Campus

There are three entrances to the Linden Hall campus: Lavery Lane, the Main Street entrance, and the Locust Street entrance.

Both Lavery Lane and the Main Street entrance are located on Main Street in Lititz. Lavery Lane borders the Moravian Square and is next to Linden Hall's Mary Dixon Chapel. The Main Street entrance, the primary drive for the school, is located on the other side of the academic buildings from Lavery Lane and is marked with a larger Linden Hall sign. While many GPSs may navigate to Lavery Lane, please do not to use this entrance. Lavery Lane is a dead end and is not connected to the parking lot.

The Evita M. Allen Center for Academic Excellence is home to the main lobby. There are two entrances to the lobby, one directly on Main Street, and the other up the steps from the Fountain Courtyard on the back of the building coming from the parking lot.

Honeycutt Hall is located by the drop-off circle next to the lion statue at the end of the Main Street entrance.

The campus can also be entered from Locust Street. The Locust Street entrance is closest to the stables and gym. Follow the driveway past the gym to the main parking lot near the academic building and Honeycutt Hall.

Medications and Illness

Campers are not permitted to carry medication, including over-the-counter medications, at any time. The only exceptions are epi-pens, inhalers, or other emergency medications. Medications will be collected and locked to be distributed by camp staff. It is extremely important that parents clearly fill out the medical forms required for camp and turns these in ahead of time in order to create a distribution schedule for staff. Any required medication, including regularly administered OTC medications (ex. allergy medications), should be included on the form. All medications should be labeled with the camper's name and dosage instructions.

For overnight campers, medications are typically distributed by a staff member or nurse during breakfast hours, 8:00 am to 9:00 a.m., and after the evening session, 8:00 p.m. to 9:00 p.m. Campers who also need midday medications should get them during their scheduled lunchtime. If medications are needed outside of these times, please provide clear instructions, and the staff will do their best to accommodate.

Registration, Payment, and Refund Policies

REGISTRATION

Registration can be found online at www.lindenhall.org/summer. Registration must be completed online. Fill out all fields to the best of your ability. Please note that the "registrant" is the parent/guardian registering, and the "attendee" is the camper being registered. The registration deadline is June 8, 2019.

PAYMENT

A non-refundable deposit of \$100 is due at the time of registration. The deposit is required to finalize registration and reserve a spot at camp. Final payment is due July 1, 2019. Payments may be made in full by credit card at the time of registration or by mailing a check to the address below. Directions for an online payment plan are also available at the time of registration.

Make checks payable to *Linden Hall* and mail to:
Summer at Linden Hall
212 E. Main Street
Lititz, PA 17543

REFUNDS

Deposits are non-refundable. Camp cancellations made after July 1, 2019 are non-refundable.

For Your Information

MEALS AND SNACKS

Lunch in our dining hall is included for both day and overnight campers. Breakfast and dinner is provided for overnight campers. The weekday meal schedule can be found in the schedules for each camp. Hot and cold options are available for breakfast. Lunch and dinner usually have two hot meal choices, in addition to a salad and sandwich bar. Please notify the Camp Director, Meredith Renfro, in writing of any food allergies or dietary restrictions at least one month in advance of camp. The dining staff will do their best to accommodate needs. Linden Hall is not a nut free facility, but dining staff label foods containing common allergens. Day campers may pack a lunch if they choose.

On weekends for the overnight camp, breakfast is served at the same time as on weekdays for both Saturday and Sunday. On Saturday, packed lunches will be served at Black Rock Retreat, while dinner is served at the usual weekday time on campus. On Sunday, campers are provided with one meal voucher to use at Hershey Park. These vouchers can only be used at certain locations in the park and are good for only one meal. Campers should take some extra spending money to purchase a second meal or snacks.

The snack bar is no longer open for the 2019 Summer Camp. Snacks are only provided for overnight international campers who may not be able to bring their own. Day campers should bring a mid-morning snack, as many teachers provide a 10-15 minute break. Campers staying late may also choose to bring a snack for the beginning of the afternoon session (after care). Overnight campers should bring enough non-refrigerated snacks for the duration of their stay. Snacks must be stored in air-tight containers. Evening snacks are provided for overnight campers.

Hydration at camp is important, and all campers should carry a water bottle. Overnight campers will be provided with a Summer at Linden Hall water bottle. Day campers may purchase a Summer at Linden Hall water bottle for \$5. Water bottle refill stations can be found throughout the academic building. There are also water coolers in the dorms.

CAMP T-SHIRTS

One camp t-shirt is provided to each camper based on the size indicated on the registration form. If extras are available, a second shirt may be purchased for \$10. Campers do not need to wear the camp shirt each day, but it is encouraged that they wear it at least once a week.

PHOTOS

Camp photos are displayed in a slide show in the lobby with new photos added daily. Information for how to download camp photos from Shutterfly will be provided during camp.

A scrapbook of this year's camp will also be created at the end of the summer using photos and messages from campers. Campers may fill out message cards at one of the registration tables in Lyet, which will then be typed and added to the scrapbook. The scrapbook will be on display at next year's camp.

It is assumed that Summer at Linden Hall has permission to use camper photos for both internal and promotional purposes, unless a parent says otherwise on the Permission Form prior to camp.

BIRTHDAYS

Campers whose birthday occurs during camp are recognized morning assembly. The camper is asked to stand while everyone sings Happy Birthday. The camper also chooses a prize from the prize box.

FINDING LEENA

In the spirit of the Linden Hall Lady Lions, Leena the Lion is the camp mascot. Leena is an adorable stuffed lion cub who likes to play hide-and-seek and play practical jokes. Campers should try to find her daily hiding spot.

RED AND BLUE COMPETITIONS

New this year, all campers for all camps are divided into either the Blue Team or the Red Team. Campers earn points for their team through daily challenges presented at the morning or afternoon assembly. Some competitions may also take place during courses, and each person who finds Leena earns a point for her team. Overnight campers can earn points through evening activities and by keeping their rooms clean. Points are cumulative for all three weeks of camp. The leading team is announced each Friday of camp, with the final winning team announced at the end of day Friday, July 26.

The Red and Blue competitions are modeled after Linden Hall's Blue and White Week. All students at Linden Hall are divided into either the Blue Team or the White Team, the Linden Hall school colors. What started as intramural sports teams has evolved to become a school-wide competition with activities throughout the year culminating in Blue and White Week. During this week, students take a break from their normal daily routines with competitions that include math problems, sports, puzzles, minute games, and more. During camp, the Red and Blue competitions give campers a taste of this Linden Hall favorite.

IT'S A SURPRISE!

Ask any alumna: the most beloved tradition at Linden Hall is Gretna Day. Gretna Day is a surprise day in October in which the entire school gets out of class to go to Mount Gretna for a picnic and roller skating. Neither students nor teachers are told in advance, and the methods for announcing the day are as big a surprise as what day it will be.

Based on this tradition, there is a surprise Game Day during one week of camp. The Game Day is a half-day break from the regular camp routine, either in the morning or afternoon. All campers participate in whole-camp games or game stations, earning points for their Red or Blue Team. The Game Day is not during the week of the GIRLS STEAM Camp. It is highly encouraged that campers attend both weeks of camp July 15-19 and July 22-29 so that they do not miss this surprise event.



