

2026 KINGSMILL JUNIOR GOLF—GREEN CAMP APPLICATION

Enrollment Information:

Camper's Name: _____ Age: _____

Address: _____

City: _____ State: _____ Zip: _____

Parent's Name: _____

Preferred Contact #: _____

Email Address: _____ Member # for Payment: _____

Emergency Contact Name: _____ Emergency Contact #: _____

Please Circle or Highlight Accordingly:
2026 Green Camp Dates

June 22-24

July 6-8

July 20-22

August 3-5

August 17-19

Camp Levels/Age Groups

Green Camp - Beginner

Ages: 6-11

3 Day Junior Camp Fee

Members—\$185.00

Resort Guests—\$230.00

Date of Junior Golf Camp: _____

Please check one of the following statements:

___ My child will bring his/her own clubs.

___ My child will need to have clubs provided by Kingsmill Resort. Dexterity? ___

Does your child have any known allergies that may require medical attention? _____

Is your child on any medications? _____

Please check this box if you do not give permission to release photos of your child for marketing purposes. ☐

Any information that is gathered will be used in the event of a medical emergency.

All treatment will be provided by a local healthcare facility or James City County Fire Department.

Payment Info

- Payment must be made in full upon submission of registration. Camp fee is forfeited if reservation is cancelled within 7 days of camp date.
- Guests must pay by *credit card*. Please call the golf shop at (757) 258-1623 and ask for a Golf Professional to process payment.
- Kingsmill Members' account will be charged for member registrations.

Kingsmill Resort Junior Golf—Green Camp

It is our mission to provide a fun and enjoyable learning experience to all junior golfers. This will be obtained by covering all aspects of the swing and the game itself.

Our green camps are designed to introduce the young golfer to the game, its fundamentals, etiquette, and the basics of playing. Our curriculum is designed to develop your child's golfing ability by using skills they are familiar with from other sports and everyday activities. Coupling everyday skills with the knowledge and special attention from our teaching staff, will make for a fun and exciting experience for your child.

Golf Camp begins at 8:00 am and ends at 12:00 pm daily. Campers will have a lunch banquet, which will begin at 12:15pm on the final day of the camp. Parents are encouraged to attend and enjoy the gallery of snapshots from the daily activities and training. Junior golf at Kingsmill is about fun and friendship in a great learning environment!

Please mail all completed applications to:

Kingsmill Resort

**Attention: Golf, Professional Staff
1010 Kingsmill Rd.
Williamsburg, VA 23185**

**Or Email to:
juniorgolf@kingsmill.com**

Camp Itinerary:

Day 1

- 8:00-8:15 *Coach/Counselor Introductions*
- 8:15-8:30 *Introduction to the Elements of Putting*
- 8:30-10:00 *Putting Drills/Games and Training*
- 10:00-10:15 *Introduction to the Elements of Chipping*
- 10:15-11:00 *Chipping Drills/Games and Training*
- 11:00-12:00 *Break into groups for Chipping Contests*

Day 2

- 8:00-8:15 *Introduction to the Elements of Pitching*
- 8:15-9:00 *Non-golf associated games/ exercises to train golf muscles*
- 9:00-10:00 *Golf associated game/exercises to improve contact, distance, and direction*
- 10:00-11:00 *Introduction to the Elements of the Full Swing*
- 11:00-12:00 *Individual Instruction focused on their Kinesthetic motion to improve contact distance and direction*

Day 3

- 8:00-12:00 *Introduction to Golf Course etiquette, rules and standards. Play 6-9 Holes to apply the putting, chipping, pitching, full swing elements, and techniques learned Day 1 and 2.*
- 12:00-12:45 *Camp banquet will be held in the River-view Room. Parents, grandparents, and friends will have the opportunity to enjoy a slideshow of snapshots taken during the camp. The coaches will review all the drills, games, and activities during the slideshow to show the campers improvement throughout the camp.*



2026 Kingsmill Junior Golf Camps



**Call (757) 258-1623
or
email questions to
juniorgolf@kingsmill.com**