REGISTRATION:

Check-in will begin on the beach at 11:00am. Participants NOT checked in by 12:00pm will have their space forfeited to others on site who may want to compete.

Day-of registrations are welcome on a first come, first served basis. Please note those who register the day of will not receive a t-shirt.

COMPETITION:

The contest begins at 12:00pm and concludes at 2:00pm. No advance modeling or carrying of water or sand will be allowed.

AWARDS & T-SHIRTS:

Following the 2:00pm judging, prizes will be awarded to the 1st - 3rd place winners of all categories. All pre-registered participants who compete will receive a Sandcastle Contest t-shirt.

CATEGORIES:

- 8 years & under
- 9—12 year olds
- 13—16 year olds
- Family
- Group

A maximum of three people may work on any one castle/sculpture except in the Family and Group categories, which is limited to five.

All winners should stay with their sculptures after the awards are presented to enable photographers to take pictures of the winners and their work.

47th Annual Sandcastle Contest

OFFICIAL RULES

Saturday, April 25, 2025

12:00 pm

On the beach, just north of the Jax Beach Pier.

Sponsored by
Jacksonville Beach Parks & Recreation Department
Beach Life Rentals
Visit Jacksonville
Hampton Inn Jacksonville Beach/Oceanfront

CONTEST RULES & INFORMATION

Subject Matter: The theme for the contest this year is vacation. The project need not be limited to sandcas-tles, but may be broadened to include any realm of the imagination within the zoo theme.

Assistance: Assistance will be limited to oral advice and carrying water to children 8 years old and under. No physical aid in modeling shall be rendered.

Equipment: Any equipment may be used, including sand buckets, shovels, and tools such as packers, cutters, tamps or points. (Explanation under Modeling Methods.) Participants must provide their own equipment and materials.

Accessories: Accessories used in connection with display must be limited to sea items such as shells, seaweed, coconuts, etc. No man-made materials, whether visible or not, may become part of any sculpture. Sea oats are illegal to pick, and of course cannot be allowed. No paint of any kind is permitted.

Areas: Each category will have one main area marked off on the beach with each entry being assigned an area 10' x 10'.

NO DIGGING IN PEDESTRIAN AISLES IS ALLOWED.

Weather & Tides: Contest sponsors reserve the right to call the contest at any time due to inclement weather or rushing tides.

MODELING METHODS

- **Flat Modeling:** An area is drawn on level sand, and areas are then filled in with wet sand, rounded and smoothed. This method is used in making relief maps, profile work, etc.

- **Angle Method:** Wet sand is piled into an angle pyramid. The outline is drawn on the slanted side of the pyramid and then sand is either cut away form the design or wet sand is added to build up the design. This process is used for letters, flowers, animals and birds with long, slender legs or necks, etc.

- **Modeling in the Round:** This method is most commonly used and is suitable for the majority of subjects such as buildings, animals, airplanes, boats, etc.

The following techniques are used:

- A mound of sand is piled up, roughly similar to the general shape of the subject, which is then sculpted from the mound.

- The subject is built up from the level surface and patted and formed into shape as the modeling progresses.

Hands are the most important tools for sand modeling and are the only tools necessary for large, simple subjects. Certain implements are helpful when more detailed work is needed. These include:

Cutters: Pieces of wood which are thin, sharp and knife-like. Used for cutting, slicing and shaping.

Tamps: Flat pieces of wood with a dowel handle, used potato-masher fashion to flatten or press down surface.

Points: Long sticks, pointed on one end, used for fine detail work.

Many additional tools, such as wooden forks and spoons, can be improvised and used to attain various surface effects.

Man-made objects may not be a part of your sculpture, whether or not they are visible in the finished exhibit. Use of said objects will disqualify your entry!

JUDGING:

The basis for judging will be:

- Difficulty of Design
- Craftsmanship
- Overall Appearance