

REGISTRATION:

Pre-register between Friday, June 29th and Tuesday July 3rd at City Hall, 301 Coleman Ave. (2nd floor Building Dept.).

Final registration Wednesday July 4th from 8 a.m. to 10 a.m. at the Hospitality Tent located at the corner of Coleman Ave. and Beach Blvd.

Sites on the beach will be issued on a first come first choice basis, by date and time of application submitted.

Check-in will begin at the Hospitality Tent at 8a.m. Participants NOT checked in by 10:00 a.m. may have their space forfeited to others.

COMPETITION:

The contest begins at 8:00 a.m. and concludes at 4:00 p.m. No advance modeling or carrying of water or sand will be allowed.

AWARDS:

Judging will take place at 4:00 p.m., and trophies will be awarded at 5:00 p.m. at the stage. Awards will be given to the 1st and 2nd place winners in each category. The first place winners will also be placed on a plaque inside of City Hall.

CATEGORIES:

Family or Group

A maximum of eight (8) people may work on any one castle/sculpture in the Family category, and in the Group Category it will be limited to a team of fifteen (15).

All winners should stay with their groups until the awards are presented at the stage to enable photographers to take pictures of the winners.

CONTEST RULES & INFORMATION

The theme of the project need not be limited to sandcastles, but may be broadened to include any realm of the imagination. (Appropriate for family viewing)

Any manual 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 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.**

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: The City of Waveland reserves the right to call the contest at any time due to inclement weather or unusual high 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 from 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.

Sea oats are illegal to pick, and the disturbance of dunes cannot be allowed.

No paint of any kind is permitted.

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