

2026 SCHEDULE

January - February

Submit Survey to Compete Request Permission to Enter Universal, WDI, WDW Projects

Disney and Universal require a specific entry process. Please contact ABC staff as soon as possible.

March 10 & April 9

Soaring into Excellence -EIC Workshop

April 30

Entry Submission(s) Due

May 15

STEP Applications Due

June

EIC Project Entry Judging; On-site Tours & Presentations at ABC

October 17

Excellence in Construction Awards Banquet at Hilton Orlando, Destination Parkway Join us this year in celebrating your company's legacy through ABC Central Florida's awards program and showcase your best in Excellence in Construction! Submit your project(s) and rank amongst hundreds of merit shop construction companies recognized as the best in the industry.

PROGRAM OVERVIEW

The purpose of the Excellence in Construction Awards competition is to recognize the outstanding projects built by the general contractor and craft trade/specialty contractor members of Central Florida ABC. Such recognition promotes a community of excellence, quality, and craftsmanship amongst merit shop contractors and their employees.

PROJECT REQUIREMENTS/ELIGIBILITY

All project entries must be submitted by a Central Florida ABC member general contractor or subcontractor. Joint ventures are eligible if one firm is an ABC member. The project entered must be completed between April 30, 2025, and May 30, 2026. Entries must be submitted with a completed entry form and the entry fee by April 30, 2026. There is no limit to the number of entries in any category or more than one category. Scan the QR code below for more information!

SOARING INTO EXCELLENCE WORKSHOP

ABC offers a FREE workshop for you to learn how best to maximize your EIC Entry to win an Eagle Award from start to finish - 90% of attendees score higher each year! Or schedule a one on one review with a staff member to ensure you have the tools you need by contacting eic@abccf.org.



Scan QR code for more details OR Contact ABC at (407) 628-2070 eic@abccf.org

