

Battle of the Bottle

Flair Bartending Competition

Introduction

The Battle of the Bottle Flair Bartending Competition will be held on Monday, June 23rd at Mulcahy's Pub & Concert Hall in Wantagh, NY. This event is meant as a fun competition for both the competitors and those in attendance. Each competing bartender will perform one flair round featuring both working flair and exhibition flair skills, with a list of required drinks and deductions for mistakes.

General Rules

- Any violation of these rules may result in disqualification from the competition.
- Any acts that display low integrity, poor taste or disrespect for the competition, sponsors or the host facility are subject to disqualification from the competition.
- All bartenders must be on location no later than 8:00pm on Monday, June 23rd at Mulcahy's Pub & Concert Hall, 3232 Railroad Ave, Wantagh, NY www.muls.com.
- There will be a maximum of fifteen (15) competing bartenders at this event.
- The entry fee is \$50.00. Bartenders can register with the FBA for free on location.
- Competing bartenders will not be allowed to wear logos of any companies conflicting with the sponsors of the event.
- Music must be provided in CD Audio format (not MP3) and in its own case, properly labeled with your name and track number. It is recommended that you bring more than one copy of your music. Event staff are not responsible for unreadable music.
- Competition sponsors include Southern Wine & Spirits, Michael Collins Irish Whiskey, Stolichnaya Vodka, Red Bull and Budweiser.
- Prizes are \$500.00 for 1st place, \$400.00 for 2nd place and \$300.00 for 3rd place, \$200.00 for fourth place and \$100.00 for fifth place.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- Each bartender has four (4) minutes of setup time and five (5) minutes of show time.
- One Jagermeister bottle must be set to no less than half full for the working flair drink. All other bottles can be set at no less than ½ oz.
- All bottles used must have their original labels intact. No competing brands may be used. No empty bottles can be included in the competition bar set up.
- A Spill Stop #285-50 metal pour spout is required on the half full Jagermeister working flair bottle. Any free flowing pour spout can be used on all other bottles. Pour spouts can have one strip of tape around them to keep them in place.
- Competitors can and should provide all of their own bottles, tins and tools.
- Bartenders can set up the competition bar any way they choose, but the upper bar surface should not have any tools on it at the start of each round.
- No fire tricks of any kind will be allowed.

Scoring – Total of 400 Points Available

Difficulty – 100 Points

This category is scored on the degree of difficulty that the competitor's routine contains as a whole. Only moves that are successful will be taken into account when determining the competitor's difficulty score. If a competitor attempts a trick and does not hit it, and does not go back and attempt it again, the trick will not count towards the competitor's difficulty score. Difficulty can come in several forms. It could be the level of difficulty in one individual move. It could be the combination of a series of moves put together, or it could even be the way a bartender hits their moves to the music or the beats.

Smoothness – 50 Points

This category is scored on the flow in which the competitor executes their moves. To score well in this category the routine should be smooth and not choppy. The competitor should transition their moves very well. Moves should blend together and not have breaks for re-adjustments in between. The competitor should maintain smoothness throughout the different sequences they perform. If a competitor has many drops that interrupt their routine, they will lose points in smoothness. There are different types of smoothness, very dependent on each particular competitor's style.

Originality – 50 Points

This category is scored on the amount of original content in the competitor's routine. Competitors will earn points for original flair moves, styles and sequences. Judges do not want to see moves, sequences or entire routines that they have already seen. Competitors who have signature moves will be rewarded in this category. However, competitors are encouraged to create and add new content to their routine to score as well as possible.

Variety – 50 Points

This category is scored on the variety of different moves the competitor performs and variety of combinations of objects they perform with. The more aspects of flair they display the higher they will score. If the competitor is repetitive with their moves they will score lower here. If a competitor performs their routine with the same combination of objects, they will score lower. (example: If the competitor were to do their whole routine with two-bottle tricks, even though they might not repeat moves, they would score lower here than someone who does bottle/tin, two-bottle, two-tin/one-bottle & three-bottle tricks, as long as the latter competitor, also does not repeat moves).

Overall Entertainment – 100 Points

In this category, the bartender should not be just flipping bottles, but entertaining both the crowd and the judges. They should be able to break down the imaginary wall between competitor and crowd. A bartender's choreography or physical style may play a part in this category. The bartender's routine should flow with the music and not be just flipping bottles with no concern for the music. The energy of their routine will play a large roll in their score in this category.

Presence & Composure – 50 Points

This category involves the bartender's demeanor behind the competition bar. Does the bartender seem confident and sure of themselves throughout their routine, or are they nervous and unsure? Is the bartender in command of their performance? How does the bartender handle any mistakes or miscues in their routine? Do they seem flustered by mistakes or do they seem to be able to move past them and keep the flow to their routine?

Penalties and Deductions

One (1) Point per Occurrence

- Spills of liquor, mixer or beer that exits the bottle or container and does not make it into the drink. Spills may occur during pouring or flipping. Bartenders will be penalized for obvious spillage. Drops that come off the pour spouts will not be deducted. If you drop a bottle and that bottle spills when it hits the ground you will not be penalized for the spill, only the drop.
- Drops of any bottle, shaker tin, glassware, or bar tool that leaves your control while attempting a move and hits any surface. It does not matter where the object lands, if it is on anything except the bartender's body then it is a penalty. Bartenders will be penalized one drop for every object they lose control of and do not catch. Garnishes, napkins, ice and straws are not considered drops.
- Over or under pours of ingredients based on the recipe for each required drink.
- Missing, improper or extra garnish or ingredient, based on the designated recipe for each required drink. This includes straws.
- Indirect Breakage of any glass object that happens as a result of no direct action from the competitor. For example, if a bottle is dropped and bounces several times before breaking, this will be considered an indirect break.

Ten (10) Points per Occurrence

- Direct Breakage of any glass object that happens as a result of a direct action from the competitor. Competitors will receive one penalty for each object that breaks. If you attempt a trick with three bottles and two of them break, you will receive two separate penalties.

Twenty-five (25) Points per Occurrence

- Unsanitary or improper procedure that would cause concern from a guest, co-worker, manager, or health inspector. An example of this would be scooping ice with a glass or any object other than an ice scoop, ice tongs, or mixing tin.
- Missing, unservable or incomplete drink that is not appropriate to be served. This will be determined by the judges. An example of an unservable or incomplete drink would be a drink that is only half full.
- Failure to use sponsor products in the Specialty Drink.

Drink Recipes

1. Budweiser beer

Open a bottle of Budweiser and place it on the bar top (preferably label out)

2. Jager Bomb

2oz Jagermeister (half full bottle)

Drop shot into glass half filled with Red Bull

Present with shot and Red Bull can

3. Bartender's Specialty Drink

The specialty drink must include both Michael Collins Irish Whiskey and Stolichnaya Vodka. No competing liquors, mixers or beers will be allowed as ingredients. All extra ingredients, mixes, garnishes, glassware or tools are the responsibility of the competitor. All bottles used must be product specific. This drink will be sold off in a charity auction following your round, so please make it presentable.

Competition Tools

Flairco Portable Bar – competitors can set up the bar any way they choose, but the upper bar surface must not have any tools on it at the start of each round.

Bottles – some 750mL sponsor bottles will be supplied, all specialty drink bottles should be provided by the competitor.

Glassware – Libbey's 14oz Gibraltar glasses and 2oz shot glasses

Pour Spouts – Spill Stop #285-50 (working flair) and any free flowing plastic spouts (exhibition flair)

Juices can be in competition Store N Pours or clear, un-tinted competitor's choice bottles.

The competitor choice bottles can have no more than three (3) strips of tape and / or two (2) sponsor stickers per bottle.