

Flair on the Rocks Competition Rules

Introduction

The Flair on the Rocks competition will be held on Friday, November 21st and Saturday, November 22nd at Rackham's Pub & Restaurant in Georgetown, Grand Cayman. This event will be a Level 3 competition on the 2008 FBA Americas Pro Tour and 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 a competitor's choice cocktail. All information for this event is available online at www.barflair.org. All questions or registration confirmations should be posted on the FBA message board.

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 competitors are required to be on location at Rackham's Pub & Restaurant by 3pm on Friday, November 21st for the qualifying round. A brief competition meeting will be held prior to qualifying.
- This event will be a Level 3 competition on the 2008 FBA Americas Pro Tour and is open to all competitors.
- All competing bartenders must be at least eighteen (18) years of age.
- There will be a maximum of thirty (30) competitors at this event.
- The entry fee for FBA members is \$100.00 USD. Those competitors not registered with the FBA can do so for free on location at the competition.
- Hotel accommodation is NOT included with the entry fee, but discounted rates are available for competitors at Sunshine Suites (www.sunshinesuites.com). Contact information and rates will be posted on the FBA message board.
- 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 highly recommended that you bring more than one copy of your music with you in case it is damaged or unreadable. Event staff are not responsible for damaged or unreadable music.
- Sponsors include Bacardi, BOLS, Grey Goose, Red Bull, Budweiser, Sanshands and Flairco.
- The prizes will be \$2000.00 USD for 1st place, \$1500.00 USD for 2nd place, \$1000.00 for 3rd place, \$750.00 USD for 4th place, \$750.00 USD for 5th place, \$500.00 for 6th place, \$500.00 USD for 7th place and \$500.00 for 8th place. Each finalist will also receive a plaque or trophy.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- Each competitor will receive four (4) minutes of show time in the qualifying round, with the top eight (8) competitors moving on to the six (6) minute final round.
- The qualifying round will start at 4pm on Friday, November 21st and the final round will start at 9pm on Saturday, November 22nd. Both rounds will be held at Rackham's Pub & Restaurant, 93 N. Church Street, Georgetown, 345-945-3860.
- One Grey Goose Vodka bottle must be set to no less than a quarter 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 sponsor brand labels intact. No other 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 quarter full Grey Goose Vodka 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 use any clear, un-tinted glass bottles for juices or other non alcoholic ingredients other than grenadine. These bottles must have all branding removed. Each competitor choice bottle can have no more than three (3) strips of tape, 1" (2cm) wide, and up to two (2) FBA / Pro Tour Stickers
- Bartenders can set up the competition bar any way they choose, but nothing can start on the upper bar surface to help with visibility for both the audience and the judges.
- 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.

Originality – 100 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.

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.

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 competitor 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 competitor's choreography or physical style may play a part in this category. The competitor'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.

Sponsorship Bonus – 20 Points

There will be a bonus of up to twenty (20) points awarded for creative promotion of the competition sponsors. This includes both product and non product sponsors.

No Drops Bonus – 5 Points

There will be a bonus of five (5) points for completing a routine without any drops.

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. Competitors will be penalized for obvious spillage.
- Drops of any bottle, shaker tin, glassware, or bar tool that leaves your control while attempting a move and hits any surface. Competitors will be penalized one drop for every object they lose control of and do not catch.
- 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.
- Unintentional Empty Bottle Flair, per occurrence.

Five (5) Points per Occurrence

- Missing or wrong ingredient, as per the official competition recipes.
- Improper proportioning of the ingredients, as per the official competition recipes. This includes the drink as a whole.
- 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. Incurring this penalty will also require the competitor to buy a round of drinks for the judges at the conclusion of the competition round.
- Intentional Empty Bottle Flair, 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.

Fifty (50) Points per Occurrence

- Missing, unservable or incomplete drink that is not appropriate to be served. An example of an unservable or incomplete drink would be a drink that is only half full.

Drink Recipes

1. Budweiser Beer

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

2. Grey Goose & Red Bull

2oz Grey Goose Vodka (quarter full bottle)

Fill with Red Bull

Build in a 14oz Gibraltar Glass filled with Ice

Tall Straw

3. Bartender's Specialty Drink

The specialty drink must include both Bacardi Rum (any flavour) and BOLS Liqueurs (any flavour). The only other liquor allowed in this drink is Grey Goose Vodka. No other liquors are allowed as ingredients. No competing beers or energy drinks are allowed either. All extra ingredients, juices, garnishes, glassware or tools are the responsibility of the competitor. All bottles used must be product specific.

Competition Tools

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

Bottles – some 750mL sponsor bottles will be supplied, but competitors are encouraged to provide as many of their own bottles as possible

Glassware – 14oz Gibraltar glasses

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

Juices or other non alcoholic ingredients other than grenadine can be in Store N Pours, Piazza Speed Pourers, Finest Call bottles or clear, un-tinted, unbranded bottles of the 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.