

# Fool's Flair Bartending Competition Rules

## Introduction

The Fool's Flair Bartending Competition will be held on Tuesday, April 2<sup>nd</sup> at Dave and Buster's in Denver, CO. Each competitor will be required to make three (3) drinks in their routine, featuring both working flair and exhibition flair skills. This competition will be Level 1 event on the 2013 FBA Pro Tour. Any questions can be posted to the FBA message board at [www.barflair.org](http://www.barflair.org) and registrations can be sent to Brad Kaplan [brad@5280flair.com](mailto:brad@5280flair.com) or 303-921-0839.

## 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, host facility or event staff are subject to disqualification.
- The Fool's Flair competition will be at Dave and Buster's, 2000 S. Colorado Blvd, Denver, CO 80222 starting at 8pm. [www.daveandbusters.com](http://www.daveandbusters.com)
- This competition will have a single open Pro Division.
- All competitors must be at least twenty-one (21) years of age.
- There is a limit of twenty (20) competitors per event.
- All competitors must be on location no later than 7pm.
- This competition will be a Level 1 event on the 2013 FBA Pro Tour.
- The entry fee is \$50.00 in advance or \$60.00 the day of the competition.
- Competitors can enter online at [http://5280flair.com/foolsflair.php?no\\_redirect=true](http://5280flair.com/foolsflair.php?no_redirect=true)
- It is required that all competitors must have either a free Basic FBA Membership or a full Premium FBA Membership. See [www.barflair.org](http://www.barflair.org) for more information.
- Music must be provided in CD or thumb drive format (not MP3 or from a phone) and in a case, properly labeled with your name and track number. It is 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 Skyy Vodka, Tuaca Cinnaster, Red Bull, Finest Call, Arta Tequila, Sam Adams Boston Beer Angry Orchard Cider, Bullbar Inc., Dave and Buster's and 5280 Flair.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

## **Flair Rules**

- All liquor bottles used must have their original sponsor brand labels intact.
- No competing brands or empty bottles can be used.
- All competitors will have six (6) minutes of show time.
- One (1) Tuaca Cinnaster bottle must be set to no less than quarter (¼) full for the working flair drink. All other bottles can be set at no less than ½ oz.
- A Spill Stop #285-50 metal pour spout is required on the quarter full Tuaca Cinnaster working flair bottle. Any free flowing pour spout can be used on all other bottles. Pour spouts can have one strip of tape around to hold them in place.
- For Orange Juice, competitors can use clear glass bottles of their own choice. These bottles must have all branding and labels 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 / sponsor stickers.
- The Angry Orchard Cider bottle must be placed on the bar top label out.
- Competitors can and should provide all of their own bottles, tins and tools.
- Competitors can set up the bar any way they choose, but nothing can start on the upper bar surface that affects visibility for both the audience and the judges.
- The prizes for this competition are \$1000.00 for 1<sup>st</sup>, \$500.00 for 2<sup>nd</sup>, \$250.00 for 3<sup>rd</sup>, \$150.00 for 4<sup>th</sup>, \$100.00 for 5<sup>th</sup> to 10<sup>th</sup> place. The winner also receives a Tuaca snowboard.
- No fire tricks of any kind will be allowed.

## **Scoring – Total of 625 Points Available**

### **Overall Entertainment – 200 Points**

In this category, the competitor should not be just flipping bottles, but entertaining both the crowd and the judges. The inclusion of a theme for each routine is highly suggested, with props and allowed (but not required). The competitor 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 role in their score in this category.

### **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 competitor 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. There are different types of smoothness, very dependent on each particular competitor's style.

### **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).

### **Technical Execution – 50 Points**

This category is scored on the control with which the competitor has over their entire routine. This includes manipulation or use of bottles, tins, tools and / or any tricks that they attempt. The competitor should be able to hit the moves they attempt. The competitor should be in control of the objects they flair with throughout the entire routine. They should be able to hit pauses and stalls as intended in their choreography.

### **Showmanship – 50 Points**

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

### **Sponsor Promotion & Appreciation – 25 Points**

This category is a measure of the promotion and appreciation shown by the competitors to the sponsor products. Including sponsor products in flair sequences, as opposed to just basic flair with these products and pouring them off, will help score well. Creative promotion of the sponsor products will also be considered.

## **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.
- Missing, wrong or improper portion of drink ingredients, as per recipes. This includes straws and garnishes.
- 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**

- 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.
- 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.
- Intentional Empty Bottle Flair, per occurrence.
- Not serving the Angry Orchard Cider bottle label out.

### **Twenty-Five (25) Points per Occurrence**

- Missing, wrong, unservable or incomplete drink that is not fit to be served. An example of an unservable or incomplete drink would be a drink that is only half full.
- Missing required sponsor products, per occurrence.

## **Drink Recipes**

### **1. Cinnaster Cider**

1.5oz Tuaca Cinnaster (quarter full bottle)

Angry Orchard Cider

Pour Tuaca Cinnaster into Shot Glass

Open and pour half bottle of Angry Orchard Cider into 16oz Pint Glass

Drop Shot Glass into Pint Glass

Place Angry Orchard Cider bottle on bar top label out beside the drop shot

No garnish

### **2. Skyy and Red Bull**

1.5 oz Skyy Vodka

Fill with Red Bull

Build in 12 oz Highball Glass filled with ice

Tall Straw

### **3. Arta Tequila Margarita**

1.5oz Arta Tequila

0.5oz Finest Call Triple Sec

3oz Finest Call Premium Margarita Mix

Splash of Orange Juice

Shake ingredients with ice

Pour into 16oz Pint Glass rimmed with salt

Garnish with Lime and Straw

## **Competition Tools**

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

Bottles – a limited number of 750mL bottles for the sponsor products will be provided, but competitors are required to provide all of their own bottles for the specialty cocktail

Glassware – 16oz Pint, 12oz Highball and 2oz Shot