



Flair Bartending Competition Rules

Introduction

The seventh annual MYbar Showcase Flair Bartending Competition will be held from Sunday, May 3rd to Tuesday, May 5th, 2008 at MYbar in New Albany, IN. This event is meant as a fun competition for both the competitors and those in attendance. The MYbar Showcase competition will have two different skill divisions and be an event on the 2009 FBA Advanced Tour. Each competitor will perform one flair round featuring working and exhibition flair skills. Questions or competitor registrations should be sent to Levi Donaldson, mybarindiana@yahoo.com or 502-741-3364.

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.
- This event will be the first of two competitions at MYbar in 2009.
- All bartenders are required to attend the registration meeting on Sunday, May 3rd at 7:00pm at MYbar, 3306 Plaza Drive, New Albany, IN 47150 812-948-6501
- An optional tour of the Finest Call plant will take place on Monday, May 4th at 1pm.
- This competition will have two skill divisions, Pro and Advanced.
- All competing bartenders must be at least twenty-one (21) years of age.
- 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.
- Competition sponsors include Finest Call, Brown Forman, Barproducts.com, MYbar and Flairco.com.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- One Finlandia Mango Fusion Vodka 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 sponsor brand 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 Finlandia Mango Fusion 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.
- Competitors must attempt at least one (1) Finest Call Stall in all routines, both qualifying and finals.
- Competitor choice liquor, juices or mixers not distributed by Finest Call can be in clear, un-tinted glass bottles of the competitor's choice, provided that these bottles 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 it is highly recommended that nothing starts 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.

Pro Division

- There will be a maximum of twenty (20) competitors in the Pro Division.
- The entry fee for the Pro Division is \$50.00.
- Each Pro Division competitor will have four (4) minutes of show time in the qualifying round, six (6) minutes of show time in the final round.
- The qualifying round for the Pro Division will be on Monday, May 4th, starting at approximately 8pm.
- The top eight (8) competitors from the Pro Division qualifying round will advance to the final round on Tuesday, May 5th, starting at 8pm.
- The Pro Division prizes are \$1000.00 for 1st, \$500.00 for 2nd, \$400.00 for 3rd, \$300.00 for 4th, \$200.00 for 5th, \$200.00 for 6th, \$200.00 for 7th and \$200.00 for 8th place.

Advanced Division

- The Advanced Division at MYbar Showcase is part of the 2009 FBA Advanced Tour.
- There will be a maximum of twenty (20) competitors in the Advanced Division
- The entry fee for the Advanced Division is \$50.00.
- Each Advanced Division competitor will have four (4) minutes of show time in the qualifying and final round.
- The qualifying round for the Advanced Division will be on Monday, May 4th, starting at approximately 6pm.
- The top five (5) competitors from the Advanced Division qualifying round will advance to the final round on Tuesday, May 5th, starting at 8pm.
- The prizes for the Advanced Division will be \$200.00 for 1st, \$100.00 for 2nd, \$100.00 for 3rd, \$50.00 for 4th and \$50.00 for 5th place.

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 – 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).

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.

Technical Execution – 25 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 when intended in their choreography.

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.

Showmanship – 25 Points

This category is scored on the showmanship displayed by the competitor on stage. Showmanship is based on the competitor's demeanor and presence behind the competition bar. The competitor should seem confident and in command of their performance at all times. If the competitor comes across as just a bartender flipping bottles, as opposed to a professional entertainer, they will not score as well in this category.

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.
- Any missing, wrong or improperly proportioned ingredient (other than the sponsor ingredients in the specialty drink, see below).
- 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.
- 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.

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.
- Not attempting a Finest Call Stall in the routine.
- Not including Finest Call or Finlandia Vodka sponsor brands in the specialty drink, per occurrence.

Drink Recipes

1. Mango Sour

1.25oz Finlandia Mango Fusion Vodka (half full bottle)

Fill with Finest Call Sweet & Sour (half full)

Build in a shaker tin with ice, shake and strain into a 14oz Gibraltar Glass

Cherry garnish

Tall straw

2. MYbar Specialty Drink

The specialty drink must include any two (2) flavours of Finest Call mixers, any flavour of Finlandia Vodka and two (2) mystery liquors of the competitor's choice. No competing liquors or mixers will be allowed as ingredients. All extra ingredients, juices, garnishes, glassware or tools are the responsibility of the competitor. All bottles used must be product specific, with the exception of the competitor choice mystery liquor.

Competition Tools

Flairco Portable Bar – competitors can set up the bar any way they choose, but the upper bar surface should not have any tools 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 – Libbey's 14oz Gibraltar

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

The competitor choice mystery liquors, as well as any juices or mixers not distributed by Finest Call can be in Store N Pours, Piazza Speed Pourers or clear, un-tinted, unbranded bottles of the competitor's choice. The competitor choice bottles can have no more than three (3) strips of tape, 1" (2cm) wide, and up to two (2) FBA / Pro Tour stickers per bottle.