

ROCK-N-FLAIR COMPETITION

LEGENDS OF BARTENDING WEEK

WHEN

Monday October 28, 2013

- This Event will be open to 12 competitors
- ★ ENTRY FEE - \$35 (Payable in cash the night of the event.)
 - \$25 for Premium FBA Members
- ★ If a competitor confirms a spot in an event then fails to show up, they will be banned from all other weeks.
- ★ This is a LEVEL 1 - FBA Pro Tour Event.
- ★ Competitors MUST use some sort of ROCK-N-ROLL within their round. The competition is at a Rock-N-Roll themed bar and has a Rock-N-Roll name, thus your round must also follow suit.
- ★ Competitors must arrive at Tommy Rocker's by 9:30pm or may be replaced by a reserve.

RULES

ONE COMBINED ROUND – **500points** – (**SPEED, POUR, WORKING FLAIR & EXHIBITION FLAIR ROUND**) – 6 MINUTES

- ◆ Nothing a bartender does after time is up will count. Finishing early will not be a penalty.
- ◆ The SPEED portion & POUR portion MUST be completed prior to moving on to the FLAIR portions of the round.

SPEED Portion of Round (50pts)

- ◆ *Everyone will receive 50 points for this portion of the round then lose points for each mistake made as outlined in the Penalty section of the rules marked Speed Penalty*
- ◆ Bartenders must make 3 drinks as fast and accurately as possible. Though they will not be timed for this portion, the longer they take the less time they will have for the rest of their round.
- ◆ Spill-Stop #285-50 spouts will be used for this portion of the round.
- ◆ Bartenders must complete the following drinks per the recipes below:
 - Long Beach Iced Tea
 - ½ oz Pinnacle Vodka
 - ½ oz Bacardi Rum
 - ½ oz Beefeaters Gin
 - ½ oz Finest Call Triple Sec
 - 2 oz Finest Call Sour Mix
 - Shake
 - Top w/Cranberry Juice
 - Lemon Wedge
 - 14oz Libbey Collins Glass
 - Tall Straw
 - Pinnacle Whipped Sunrise
 - 1 ½ oz Pinnacle Whipped
 - Fill with Orange Juice
 - Top with Grenadine
 - 10oz Libbey Rocks Glass
 - Short Straw
 - Pinnacle Apple
 - 1 ¼ oz Pinnacle Vodka
 - ¾ oz Apple Pucker
 - Splash Cranberry
 - Shake with ice & Strain
 - 4 ½ oz Libbey Cocktail glass
- ◆ Competitors may only scoop ice with either a tin or a ice scoop. Competitors may NOT use glasses, hands or anything else to scoop ice with. This will fall under the UNSANITARY PROCEDURE penalty.
- ◆ All Tins & Glasses used in this portion of the round must remain face down on the bar. They may be on the lower or upper bar in any place you would like with the exception of the ice bin.
- ◆ The Ice scoop is all that may begin in the ice bin.

POUR Portion of Round (50pts)

- ◆ Everyone will begin with 50 points in this portion of the round & pours will be measured for accuracy at the conclusion of the round. You will lose 3 points for each ¼ off your pours are.
- ◆ Bartenders must make 3 pours with accuracy.
- ◆ Bartenders will be given 1 bottle of each required to make the pours. There will be TWO total bottles. One will be a Pinnacle bottle & the other will be a DeKuyper 750ml bottle. (You may use any bottle you would like for the 2nd pour bottle in place of the DeKuyper bottle.) Bottles will be marked for POUR using ORANGE TAPE around the neck of the bottle. You may use your own bottles but must also use orange tape on the bottles to signify they are the pour test bottles.
- ◆ The Pinnacle bottle will be set at least at ¼ full. The Dekuyper bottle will be set at least at 3oz.
- ◆ Bartender will be given 1 Libbey 14oz Collins glass, 1 Libbey 10oz glass & 1 tin. The pours in each will be the following:
 - 14oz Glass (**Total of 2oz**)
 - 1 ¼ oz Pinnacle
 - ¾ oz DeKuyper
 - 10oz Glass (**Total of 1 ½ oz**)
 - 1 ½ oz Pinnacle
 - Tin (**Total of 2oz**)
 - 1 ½ oz Pinnacle
 - ½ oz Dekuyper (Must flip this bottle into a Pour)
- ◆ The glasses and tin may start face up on top of your bar in any order you would like.
- ◆ Bartenders must make pours according to recipe listed above. If the bartender pours different amounts to achieve the same total they will be penalized an improper procedure penalty. For example the recipe is 1 ½ oz & ½ oz. If the bartender pours them each at 1oz to achieve the 2oz they will penalized as outlined in the *Penalty* section under the IMPROPER PROCEDURE penalty.

WORKING FLAIR Portion of Round

- ◆ Bartenders will make **ONE SERVABLE** drink in this portion of the round.
 - This drink will be a **Pinnacle Kamikazi**.
 - 1 ½ oz Pinnacle Vodka (Bottle must be set at least ¼ full)
 - ½ oz Finest Call Triple Sec (Can be set at any level)
 - ½ oz Finest Call Lime Juice (Can be set at any level)
 - ½ oz Competitors Choice Bottle (Must be set at least ½ full)
 - Shaken & Strained
 - 4 ½ oz Libbey Cocktail glass (You may use your own glass as long as it is some sort of a shooter glass.)
- ◆ Bartenders must use metal Spill-Stop #285-50 pour spouts in this portion of the round.
- ◆ Bartenders must be accurate with their pours in this round.
- ◆ Bartenders may only use one of each of the bottles required in the making of the drink. You may have one back up of each in case you break the one you are using, but these bottles may not be on your bar. They must be with your barback.

EXHIBITION FLAIR Portion of Round

- ◆ Bartenders will make **ONE SERVABLE** drink in this portion of the round.
 - This drink will be a **Sponsor Special**.
 - Pinnacle Whipped Vodka
 - Finest Call Grenadine
 - Competitors Choice
 - 14oz Libbey Cocktail glass (You may use your own glass)
- ◆ Bartenders must have minimum of at least ½ ounces of liquor in each bottle used to flair with. Flairing with less than ½ ounces will result in an Empty Bottle Flair Penalty (see *PENALTY*).
- ◆ Bottles that are used for props or for balancing may be empty or have a cap. These bottles may not be used to flair with, or they will fall under the Empty Bottle Flair Penalty (see *PENALTY*).
- ◆ Bartenders may use as many of each bottle in their drink as they would like.

PRODUCTS

- ◆ Bartenders must supply all of their own bottles, tins and pour-spouts for flair. Everything will be supplied for speed & pour portions of the round.

- ◆ If you would like to use any of your own bar tools (strainers, scoops, etc...) you may. You must bring them to the bar with you. .
- ◆ Glassware will be supplied. (Libbey – 14 oz Soda, 10oz Rocks and 4.5 oz Stemmed Cocktail glasses – if you would like any other type or size of glassware for the flair portion only, you must supply your own.)
- ◆ FLAIRCO Portable bars will be used.
- ◆ There will be no barbacks, competitors may use their own.

MISCELLANEOUS

- ◆ Bartenders will be required to attempt a FINEST CALL STALL. They will be scored 1-5 on their STALL. If the competitor does not attempt it, they will be penalized 50 points, but as long as they attempt it, even if they miss, they will not *lose* any points.
- ◆ Bartenders will supply their own music in CD format prior to comp. It is the bartender's responsibility to properly label their music. Bartenders may also want to bring a backup copy in case there is a problem with their original copy.
- ◆ No fire will be allowed.
- ◆ A side table and back table will be provided for extra room. You may use these tables to hold any objects or drinks you like.

*****Any variance from the above said rules may result in disqualification from the competition*****

- ★ **COMPETITOR'S CHOICE** bottles must have the LABELS COMPLETELY REMOVED and replaced with **FBA PRO TOUR** stickers. *These stickers will be provided.*
 - BARTENDERS MAY USE AS MANY OF EACH BOTTLE AS THEY WOULD LIKE.

FLAIR SCORING (400pts total)

- ★ ***Your flair score will be based on all of your flair for this round. Thus, if you only perform good flair in your Exhibition portion of the round, you will lose significant points for the lack of flair in your working flair portion.***
- ◆ Difficulty (50pts)
 - How hard are the moves and tricks that the bartender is attempting.
- ◆ Creative Flair (Variety-50pts & Originality-50pts)
 - Variety – This will be made of the Variety of moves and Variety of styles that the bartender displays within their round. Repetitive moves or sequences will score low in this category.
 - Originality – This will be based on the Originality of the moves or the sequences of moves the competitor displays throughout their round.
- ◆ Flow of routine (Smoothness-50pts)
 - Smoothness – This will be based how well the routine flows from move to move, sequence to sequence or even the transitions from one routine to another. Choppiness, stutters and bobbles will affect this score.
- ◆ Showmanship (Overall Entertainment & Show - 200)
 - Overall Entertainment – This will be based how well entertains the judges and crowd. Flair bartending is not just about flipping bottles, it is about performing and putting on a show. This is the most important category in flair. If you cannot keep the crowd entertained then you will lose big points here. There are several ways that this can be achieved. Choreography - actually performing along with or to the music. If your routine does not have anything to do with your music then you may not score well here. Crowd Interaction – If you do not tear down the wall between the crowd and yourself it could hurt you here. There needs to be a connection between the competitor and the crowd. Yelling for the crowd to cheer for you is not the way to make the connection. Timed pauses, smiles, eye contact, etc...are the easiest way to gain points here.

BONUSES

0-5 Points

- ◆ For Finest Call Stall

5 points

- ◆ For zero (0) drops
- ◆ For zero mistakes in your speed round
- ◆ For 3 perfect pours in your pourtest round

PENALTY

SPEED Portion Penalty

Competitors will lose points for the following:

- 2 points
 - Spills
 - Over/Under Pours
- 5 points
 - Missing or additional ingredient, straw, garnish
 - Wrong glassware
 - Over/Under Pours
- 10 points
 - Not Shaking drinks that require shaking
 - Unsanitary Procedure

POUR Portion Penalty

Competitors will lose points for the following:

- 2 points
 - Spills
- 3 points
 - Each ¼ oz each pour is off
- 5 points
 - Wrong glass
- 10 points
 - Improper Procedure

FLAIR Portion Penalty

Competitors will lose points for the following:

- 1 point
 - 1-3 Drops (1 point each)
 - Spills
 - Over/Under Pours (Working portion only)
- 5 points
 - 4-5 Drops (5 points each)
- 10 points
 - Any drops over 5 (10 points each)
 - Any Break
 - Missing a required ingredient.
- 20 points
 - Incomplete/Unservable/Missing drinks
 - Empty Bottle Flair (each occurrence)
 - This is flairing after your pour has been made. If you start with ½ ounce then pour and continue to flair, this penalty will be invoked.
- 50 points
 - Not attempting Finest Call Stall