

# **ROCK-N-FLAIR COMPETITION**

## **NATIONS FLAIR CHALLENGE WEEK**

### WHEN

Monday September 30, 2013

- ★ This event is open to 12 competitors.
- ★ ENTRY FEE - \$35 (Payable in cash the night of the event.)
- ★ 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 each round. The competition is at a Rock-N-Roll themed bar and has a Rock-N-Roll name, thus your rounds must also follow suit.
- ★ Competitors must arrive at Tommy Rocker's by 9:30pm or may be replaced by a reserve.
- ★ Nothing a bartender does after time is up will count. Finishing early will not be a penalty.
- ★ 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.

### RULES

ONE FLAIR ROUND – 4 minutes total

- ★ Bartenders must make TWO SERVABLE drinks.
  - ★ **SERVABLE Drink** – A servable drink is one that could be served to a guest at your bar. A half full drink, a drink with broken glass in it, etc... are not considered servable.
- ★ This round will be broken into 2 parts. The first 2 minutes of the round will be a 2-OBJECT round only.
  - ◆ Bartenders may only flair with 2 objects at a time at any time within the first 2 minutes of the round.
  - ◆ Bartenders must make one **SERVABLE** (see definition below) drink.
  - ◆ This drink must be a **PINNACLE KAMIKAZI** made with **PINNACLE VODKA, FINEST CALL TRIPLE SEC & FINEST CALL LIME JUICE**.
  - ★ Bartenders may also use one **COMPETITOR CHOICE** ingredient. These bottles must have the LABELS COMPLETELY REMOVED and replaced with **FBA PRO TOUR** stickers. *These stickers will be provided.* This ingredient is not required.
- ★ The final 2 minutes of the round will be FREESTYLE.
  - ◆ Bartenders may flair with as many objects at a time at any time within this portion of the round.
  - ◆ Bartenders must make one **SERVABLE** (see definition below) drink.
  - ◆ Bartenders will make a **SPONSOR SPECIAL** in this portion of the round. This must be made with **PINNACLE WHIPPED VODKA, FINEST CALL GRENADINE, PINEAPPLE JUICE**.
  - ◆ 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.

### PRODUCTS

- ◆ Bartenders must supply all of their own bottles, tins and pour-spouts.
- ◆ 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 and 4.5 oz Stemmed Cocktail glasses – if you would like any other type or size of glassware, you must supply your own.)
- ◆ FLAIRCO Portable bars will be used.
- ◆ There will be no barbacks, competitors may use their own.

### MISCELLANEOUS

- ◆ 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.

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

### **SCORING (400pts total)**

- ◆ **Difficulty (50pts)**
  - 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.
- ◆ **Creative Flair (100pts)**
  - **Variety (50pts)** – 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).
  - **Originality (50pts)** – 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.
- ◆ **Flow of routine (50pts)**
  - **Smoothness** – 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.
- ◆ **Show (200pts)**
  - **Overall Entertainment (100pts)** – 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 role in their score in this category.
  - **Showmanship (100pts)** - 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?

### **BONUSES**

0-5 Points

- ◆ For Finest Call Stall  
5 points
- ◆ For zero (0) drops

## **PENALTY**

Competitors will lose points for the following:

- 1 point
  - 1-3 Drops (1 point each)
  - Spills
- 5 points
  - 4-5 Drops (5 points each)
- 10 points
  - Any drops over 5 (10 points each)
  - Any Break
  - Missing a required non sponsor ingredient
- 20 points
  - Incomplete/Unservable/Missing drinks
  - Flairing with more than 2 objects during the first 2 minutes of the routine (each occurrence)
  - 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
  - Missing a sponsor ingredient
  - Failure to use Rock and Roll music for some portion of the routine