

ROCK-N-FLAIR COMPETITION

OLD SCHOOL WEEK

WHEN

Monday November 28th, 2013

- This Event will be open to 12 competitors
- This event is only open to "Old School" bartenders. All competitors must be approved in order to compete.
- ★ ENTRY FEE - \$25 (Payable in cash the night of the event.)
- ★ This is a LEVEL 1 - FBA Pro Tour Event.
- ★ Competitors must arrive at Tommy Rocker's by 10:00pm.

RULES

ONE FLAIR ROUND – 5 MINUTES

- ◆ 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 ounce 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.
- ◆ 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*****

DRINKS

- ★ 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.
 - ★ **ONE DRINK** must be a **PINNACLE KAMIKAZI** made with **PINNACLE VODKA, FINEST CALL TRIPLE SEC & FINEST CALL LIME JUICE**.
 - ★ **SECOND DRINK** must contain **PINNACLE WHIPPED VODKA, FINEST CALL GRENADINE & Pineapple Juice**. Bartenders may also use **TWO COMPETITOR'S CHOICE** ingredients. These bottles must have the **LABELS COMPLETELY REMOVED** and replaced with **FBA PRO TOUR** stickers. *These stickers will be provided.* These ingredients are not required.
 - BARTENDERS MAY USE AS MANY OF EACH BOTTLE AS THEY WOULD LIKE.
 - We will provide 2 of each of the Pinnacle bottles you must provide any more than that.

*****As you can see above, there are no listed amounts. Just make sure you get the liquor in the drinks. This comp is a show, we aren't being hard on the accuracy, just don't give the judges a reason to penalize you.*****

SCORING (200pts total)

- ◆ **FLAIR – 100pts**
 - This will be an overall score based on your overall flair throughout the round. The judges will base their score on your overall difficulty, smoothness, flow, originality & variety.
- ◆ **SHOWMANSHIP – 50pts**
 - 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?
- ◆ **OVERALL ENTERTAINMENT – 50pts**
 - 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.

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
- 20 points
 - Incomplete/Unservable/Missing drinks
 - Missing a required ingredient.
- 50 points
 - Not attempting Finest Call Stall