



## TFL 3 Rules

### Introduction

The Toronto Flair League (TFL) was created to rebuild the flair bartending scene in Toronto and Southern Ontario. The goal of the TFL is to give Amateur, Advanced and Pro level flair bartenders more opportunities to learn, practice and compete. The TFL will host regular yard days and a monthly competition that are open to all flair bartenders. These events are meant to be fun and educational for everyone in attendance.

TFL 3 will be held on Tuesday, September 14<sup>th</sup> at the Loose Moose Tap & Grill in Toronto, Ontario. This competition will feature three divisions: Amateur, Advanced and Pro. The Advanced Division will be part of the 2010 FBA Advanced Tour. Each competitor will be required to make two (2) drinks in their flair round, featuring both working flair and exhibition flair skills. Send questions or registrations to Mike McLean [mike@flairco.com](mailto:mike@flairco.com) or 905-906-3547.

### 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.
- All competitors are asked to be on location downstairs at the Loose Moose no later than 6:00pm on Tuesday, September 14<sup>th</sup>. The Loose Moose is located at 146 Front Street West, Toronto, ON M5J 1G2. [www.theloosemoose.ca](http://www.theloosemoose.ca)
- All competitors must be at least nineteen (19) years of age.
- The entry fee for the Amateur division is \$20.00 CAD. The entry fee for the Advanced division is \$50.00 CAD. The entry fee for the Pro Division is \$100.00 CAD. All FBA Premium members receive a \$10.00 discount on their entry fees, no matter which division they are competing in. It is recommended that all competitors join the TFL Facebook Group page or TFL website to track the results.
- 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.
- Prize money for the Pro division will be based on entry fees. Prize money for the Advanced Division will be \$500.00 CAD for 1<sup>st</sup>, \$250.00 CAD for 2<sup>nd</sup>, \$100.00 CAD for 3<sup>rd</sup>, \$100.00 CAD for 4<sup>th</sup> and \$50.00 CAD for 5<sup>th</sup> place.
- There is no prize money for the Amateur division.

- Sponsors include the Loose Moose and Flairco.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

## **Flair Rules**

- Amateur division competitors will have three (3) minutes of show time.
- Advanced division competitors will have four (4) minutes of show time.
- Pro division competitors will have five (5) minutes of show time.
- As there are no product sponsors, all bottles to be used are the competitor's choice. However, these bottles must be clear, un-tinted bottles with 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 / TFL stickers.
- Two (2) bottles must be at no less than a quarter full for the working flair drink, one with blue liquid, the other with red liquid. All other bottles can be no less than  $\frac{1}{2}$  oz.
- No empty bottles can be included in the competition bar set up.
- A Spill Stop #285-50 metal pour spout is required on the quarter full working flair bottles. Any free flowing pour spout can be used on all other bottles. Pour spouts can have one strip of tape around them.
- 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.

## **Scoring – Total of 400 Points Available**

### **Overall Performance – 100 Points**

This is the category where the judges ask themselves how entertained they were by the competitor's round. How well did the competitor put the whole package together? A competitor doesn't have to be the best flair bartender to entertain, put on a good show and score well in this category. Vice-versa, the competitor may not be the best at showmanship, but incredible at flair, and still score well here. The best score though will go to competitors that can balance entertainment from both flair and show. How well a competitor works through mishaps can also affect the bartenders score in this category.

### **Difficulty – 50 Points**

The degree of difficulty that the bartender's routine contains as a whole. Only moves that are successful will be taken into account when determining the bartender's difficulty score. If a bartender attempts a trick and does not hit it, and does not go back to attempt it again, the trick will not count towards the bartender's difficulty. 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 incorporates music with their routine and moves. Keeping a routine on cue with music demonstrates tremendous difficulty. (This could also add to the SHOWMANSHIP and OVERALL PERFORMANCE)

## **Smoothness – 50 Points**

Smoothness is 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. If a competitor has many drops they will lose points in smoothness. There are different types of smoothness, very dependent on each particular competitor's style.

## **Technical Execution – 50 Points**

Technical Execution is the control with which the competitor has over their entire routine. 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. The competitor should also demonstrate good bartending skills. Judges will look for good flair pours and cuts. Competitors should not step back and flip bottles then walk up to the bar and make a normal pour. Bottles should be flipped into pours.

## **Balance of Routine – 50 Points**

The balance of the competitor's routine refers to the way they break up their routine. If a competitor performs for five minutes and four of it is spent on one particular style, such as bottle tin or three bottle, for instance, then the remaining minute is used to bang out the drinks, that is not considered a good balance. If a competitor has to rush at the end of the round to finish up the drinks, that would affect the competitor's balance.

## **Variety – 50 Points**

Variety is interpreted in two ways: moves and styles. Competitors will be judged on the variety of different moves they perform and variety 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 only the same style of routines 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 bartender, also does not repeat moves.) Also, there are different styles of flair. Two bottle & tin routines could look totally different, based on the style with which they are performed. This can go for all kinds of routines, thus creating more variety. The utilization of flair with other bar tools, such as muddlers and glassware will help to add to the competitor's variety.

## **Showmanship – 50 Points**

This category is a measure of the showmanship displayed by the competitor on stage. Showmanship can consist of the competitor's persona, demeanor and / or stage presence. Competitors can add to their showmanship using choreography, costumes, or just their own charisma. The competitor should exude confidence and composure and be in command of their performance at all times. This category is not necessarily about bottle flipping, but rather the competitor's ability to entertain and perform. Music Interaction may also contribute to the score 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.
- 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.
- Missing or wrong ingredient, straw or garnish.
- 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.

## **Drink Recipes**

### **1. Working Flair Drink**

The working flair drink must include at least two (2) ingredients poured from quarter full bottles. One working bottle must be blue liquid, the other must be red liquid. The drink can be filled with a mixer of the competitor's choice.

### **2. Exhibition Flair Drink**

The exhibition flair drink must include at least two (2) ingredients, poured from bottles with no less than  $\frac{1}{2}$  oz in them.

## **Competition Tools**

Flairco Portable Bar – Competitors 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.

Bottles – competitors are required to provide all of their own bottles

Glassware – competitor's choice