

Introduction

The 6th annual Zero Gravity Flair Bartending Championship is back at Rednecks. This will once again be the biggest competition in the Midwest with \$2500 in cash prizes, so far.

This year's sponsors will be Rednecks, OmahaNightLife.com, Omaha Flair, Skyy Vodka, Quality Brands. Zero Gravity will take place April 30th and May 1st, 2012 at Rednecks, 3421 South 84th Street Omaha, NE 68124. 402.733.6365. This has always been a fun and entertaining competition and a great place to join the flair community. Each competitor will perform at least one flair round that will include working and exhibition flair styles. Questions should be directed to Josh Briggs from Omaha Flair at 402.301.4994 or jbrigg23@gmail.com Registrations will be taken by www.OmahaNightLife.com. See you soon!

General Rules

1. Any violation of these rules may result in disqualification.
2. Any acts that display low integrity, poor taste, or disrespect for the competition, sponsors, host facility or event staff may be disqualified.
3. This is a (1) division competition. We are on a tight time schedule. Competitors are required to know the rules and be ready prior to their scheduled round.
4. All competitors must be at least (21) years of age.
5. Competitors may not wear logos that conflict with the sponsors.
6. Music must be provided on CD with an audio format that can be played in any CD player. Music should be labeled and competitors should bring a back-up copy.
7. Sponsors include Omaha Flair, OmahaNighLife.com, Rednecks, Skyy Vodka, and Bud Light Platinum.
8. All rules, guidelines, and drink recipes are subject to change at the discretion of the competition organizers.

Competition Format

1. The entry fee for Zero Gravity is \$50 for competitors who register online and \$60 at the competition. Discounted hotel rates will be available for competitors and their guests at Holiday Inn Express, 6939 North 102nd Cir, Omaha, NE 68122. 402.505.8181.
2. Each competitor will have (4) minutes of show time in the qualifying round which will start 8pm Monday, April 30th at Rednecks Bar.
3. Competitors must arrive at Rednecks by 7pm on April 30th.
4. There will be maximum of (10) competitors for the final round.
5. Final round will be held starting at 8pm Tuesday, May 1st at Rednecks Bar.
6. Finalists will be given (5) minutes to perform.
7. \$2500 in prize money paid out to the top 10 competitors. 1st place \$1000, 2nd place \$500, 3rd place \$200, 4th place \$150, 5th place \$75, 6th place \$75, 7th place \$50, 8th place \$50, 9th place \$50, 10th place \$50. 1st through 5th place will also receive free entry to next year's competition. \$300 will be up for grabs in a head to head battle for the contestants who didn't make the finals.

Flair Rules

1. (1) Skyy Vodka bottle must be set to no less than 1/4 full for the working flair portion of the sponsor drink. All other bottles may be set to no less than 1/2 oz of liquid.
2. Sponsor bottles must have original labels intact.
3. Competitor's choice bottles with or without labels may be used.
4. No competing brands of Vodka may be used.
5. No empty bottles may be used.
6. A Spill Stop #285-50 must be used on the working flair bottle. Any free flowing pour spout may be used on all other bottles. Spouts may have (1) strip of tape around them to secure them to the bottle.
7. Competitors should provide as many of their own bottles, tins and tools as possible. Glassware will be provided along with a very limited number of bottles, spouts, and basic bar tools.
8. Bartenders can setup their competition bar in any manner they choose. It is strongly suggested that nothing starts on the upper bar surface to provide the best possible view for the audience and judges.
9. No fire tricks of any kind allowed.

Competition Scoring – 450 points total

Overall Entertainment – 100 points

The competitors will be awarded points for the complete package presented during their routine not for just flipping bottles. They will be judged on the creative effort that went into their routines. Interaction with the music for the routine is very important to score well. The styling and overall appearance of everything seen on stage will be judged. Competitors should attempt new and exciting ways to entertain. The ultimate goal is to break down the imaginary wall between audience and competitor and bring them into the show.

Difficulty of Flair Moves – 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 the category. However, competitors are encouraged to create and add new content to their routine to score as well as possible.

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 competitor's style.

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 (ex. If the competitor were to do their whole routine with two-bottle tricks, even though they might not repeat moves, they would score lower 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).

Technical Execution – 50 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. Pours and cuts should be executed without spilling.

Showmanship – 50 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.

Deductions

One (2) 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 breakages 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, 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 (15) 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 fitted to be served. An example of an unservable or incomplete drink would be a drink that is only half full.
- Not including the required sponsor products, per occurrence.

Drink Recipes

1. Bud Light Platinum

Open a beer and place on bar top with LABEL OUT.

2. Skyy Vodka and Energy Drink (Working Flair)

1 oz Skyy Vodka (1/4 full bottle)

Fill with Energy Drink (will be in 10oz can)

Build in a 14oz Gibraltar

Straw and optional garnish

3. ZG Competitor's Choice Drink

This drink must include (1) Skyy Vodka, (2) competitor's choice liquors, sponsor energy drink and a straw. Competitors may use additional mixers as long as the energy drink is included. Garnish is optional. All extra ingredients are the responsibility of the competitor.

Competition Tools

- Flairco Portable Bar – The standard **Flairco** portable bar will be used for this competition.
- Bottles – Some bottles will be provided. Competitors are encouraged to provide as many of their own bottles as possible.
- Pour Spouts – Spill Stop #285-50 will be provided. All other spouts are the responsibility of the competitor.
- Bar Tools – Some additional bar tools will be provided including ice scoops and shaker tins. Competitors should have provide as many of their own tools as possible.