

Summer Flair Bartending Competition 3 Rules

Introduction

The third annual Summer Flair Bartending Competition will be held from Sunday, September 21st to Tuesday, September 23rd, 2008 at Club Safari in West Palm Beach, Florida. This event is meant as a fun competition for both the competitors and those in attendance. The competition will have two skill divisions, Pro and Advanced. The Pro Division will be a Level 2 event on the FBA Pro Tour. The Advanced Division will be part of the FBA Advanced Tour. Each competitor is required to perform a flair round featuring working and exhibition flair skills, compete head to head in a flair trick contest and complete a timed accuracy test. Questions or competitor registrations should be sent to Rob Husted, rob@barflair.org or 561-315-7963.

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 required to attend the registration meeting on Sunday, September 21st at 6:00pm in a banquet room at the Marriott Palm Beach Gardens, 4000 RCA Blvd, Palm Beach Gardens, FL 33410
- An informal judging seminar will follow immediately after the competition meeting. This seminar is open to all interested competitors, staff and FBA members.
- This event will have two skill divisions, Pro and Advanced, with a maximum of twenty-four (24) total competitors.
- All competitors must be at least twenty-one (21) years of age.
- Each round for this competition will be held inside Club Safari, 4000 RCA Blvd., Palm Beach Gardens, FL 33410 www.clubsafaripbg.com (right beside the Marriot).
- Competition sponsors include Skyy Vodka, Finest Call, Midori Liqueur, X-Rated Liqueur, Budweiser, Flairbar.com and Flairco.
- Competitors will not be allowed to wear logos of any companies conflicting with the sponsors of the event.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Itinerary

Sunday September 21st

6:00pm – Competition Meet & Greet in a banquet room of the Marriott, to include competitor video interviews and photos

8:00pm - Judges Seminar, open to all staff, competitors and FBA members

10:00pm - After Party at Club Safari

Monday September 22nd

4:00pm - Competitors arrive at Club Safari and check in.

5:00pm – Head to Head Flair Trick Contest

6:00pm – FAST Tender Accuracy Round

7:00pm – Flair Qualifying Rounds for both Advanced and Pro Divisions

11:00pm - Announce Finalists

11:15pm – Finalist Meeting

11:30pm - Post Party

Tuesday September 23rd

5:00pm - Competitors arrive at Club Safari for video interviews and photos

8:00pm - Doors open to the public

8:30pm – Head to Head Flair Trick Finals

9:00pm - Tandem Shows

9:30pm - Advanced Division Finalists

10:30pm - Pro Division Finalists

12:30am - Awards Ceremony

1:00am - Post Party

Prizes

Pro Division

1st = \$2000.00 + trophy

2nd = \$1000.00 + trophy

3rd = \$500.00 + trophy

4th = \$250.00 + trophy

5th = \$200.00 + trophy

6th = \$200.00 + trophy

7th = \$200.00 + trophy

8th = \$200.00 + trophy

Head to Head Winner = \$200.00 + trophy

Head to Head Runner Up = trophy

FAST Tender Winner = \$100.00 + trophy

Advanced Division

1st = \$200.00 + trophy

2nd = \$100.00 + trophy

3rd = \$50.00 + trophy

Head to Head Winner = \$100.00 + trophy

Head to Head Runner Up = trophy

FAST Tender Winner = trophy

Overall

Finest Call Stall = \$200.00 + trophy

Finest Call Runner Up = \$100.00 + trophy

Flairco / FBA BAM Award = prize package

Head to Head Flair Trick Contest – 100 Points

- Competitors will be split into a head to head bracket system within their division, with the first competitor in each pairing to earn three points advancing.
- To earn points, a competitor must describe a “move” and then land this “move” in a single announced attempt. Upon completion, the opposing competitor must then attempt to hit the “move” in no more than two (2) attempts. If the challenging competitor cannot land the move, the original competitor earns a point. If the challenger is successful, no points are earned.
- The competitors will alternate turns, regardless of points earned.
- The top two competitors will advance to the finals night and start the big show.
- A “move” can consist of a release, no more than two (2) parts of flair action and a finish. It cannot consist of an extended sequence of moves linked together.
- The bracket system will be used to determine placing for all competitors, with points being awarded as follows:

1 st	100 points	6 th	75 points	11 th	50 points
2 nd	95 points	7 th	70 points	12 th	45 points
3 rd	90 points	8 th	65 points	13 th	40 points
4 th	85 points	9 th	60 points	14 th	35 points
5 th	80 points	10 th	55 points	15 th	30 points

FAST Tender Accuracy Challenge – 100 Points

- All competitors will be required to complete the following pours as quickly and accurately as possible: 0.25oz, 0.5oz, 0.75oz, 1oz, 2 x 1.25oz, 1.5oz and 2oz.
- Competitors can use one or both hands to complete the required pours.
- Competitors will start with both hands on the timer, once they remove their hands, their time will start and will not end until they put both hands back on the timer.
- Competitors will pour the listed measurements into the appropriately marked tins, with penalties added for spills and every 1/8oz variance from the required pours.
- The raw time will be combined with the penalties to determine the competitor’s total time, which will earn points based on the scale below. All times will be rounded to full seconds for scoring purposes.

Time	Points	Time	Points
15 seconds	100	25 seconds	50
16 seconds	95	26 seconds	45
17 seconds	90	27 seconds	40
18 seconds	85	28 seconds	35
19 seconds	80	29 seconds	30
20 seconds	75	30 seconds	25
21 seconds	70	31 seconds	20
22 seconds	65	32 seconds	15
23 seconds	60	33 seconds	10
24 seconds	55	34+ seconds	5

Flair Rules – 500 Points

- Competitors will have four (4) minutes of show time in the qualifying round and six (6) minutes of show time in the final round.
- Competitors will make a Skyy Melon Kamikaze and Sponsor Special cocktails in the qualifying round (see recipe page for details), then add a Budweiser Beer and a specialty drink of their choice using sponsor products in the final round.
- The first thirty (30) seconds of the final round must be spent creatively opening a beer. Up to a ten (10) point bonus will be awarded for this time.
- Each competitor in the final round must at least attempt a Finest Call stall at some point in their routine.
- 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.
- A minimum of one (1) Skyy Vodka bottle and one (1) Midori Liqueur bottle must be set to no less than half full for the working flair drink. All other bottles can be set at no less than ½ oz.
- All bottles used must have their original sponsor brand labels intact. No competing brands may be used. No empty bottles can be included in the competition bar set up.
- A Spill Stop #285-50 metal pour spout is required on the half full Skyy Vodka and Midori Liqueur working flair bottles. Any free flowing spout can be used on all other bottles. Pour spouts can have one strip of tape around them to keep them in place.
- Juices or mixers not distributed by Finest Call can be in clear, un-tinted glass bottles of the competitor's choice, provided that these bottles have all branding 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 / Bar Wars LLC / Sponsor stickers.
- 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.
- No fire tricks of any kind will be allowed.

Pro Division

- The Pro Division at SFBC 3 will be a Level 2 event on the 2008 FBA North American Pro Tour. The entry fee for the Pro Division is \$250.00 (early registration till Sunday, September 7th) or \$300.00 (after September 7th). This entry fee includes three (3) nights accommodations and a competitor gift package.
- The top eight from the qualifying round will advance to the finals. All finalists will receive a trophy or plaque.

Advanced Division

- The Advanced Division at SFBC 3 will be part of the 2008 FBA Advanced Tour.
- The entry fee for the Advanced Division is \$200.00 (early registration till Sunday, September 7th) or \$250.00 (after September 7th). This entry fee includes three (3) nights accommodations and a competitor gift package.

- The top five from the qualifying round will advance to the final round. All finalists will receive trophies or plaques.

Difficulty – 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 – 100 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 this 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 particular 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. (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).

Technical Execution – 25 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.

Balance – 25 Points

This category is scored on how the competitor presents their skills over the course of their routine. To score well in this category, the competitor should break down their skills into different sequences, not speed through the creation of their drinks only to flair the last ingredient for the majority of their routine. If a bartender has to rush at the end of the round to finish up the drinks, that would also affect the bartender's balance. Finally, if the competitor only uses the competitor choice bottles for the majority of their routine, as opposed to incorporating all of the bottles to be used, this will affect their score in this category.

Overall Entertainment – 100 Points

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 roll in their score in this category.

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.

Beer Bonus – 10 Points

Up to a ten (10) point bonus will be awarded for the opening and creative pouring of the beer during the first thirty (30) seconds of the finals round. Creative promotion of the product and the brand are key to earning this bonus.

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.
- Unintentional Empty Bottle Flair, per occurrence.

Five (5) Points per Occurrence

- Missing, wrong or improper ingredient, as listed in the competition recipes.
- 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.
- 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.

Ten (10) Pointes 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

Twenty-five (25) Points per Occurrence

- Missing, unservable or incomplete drink that is not appropriate to be served. An example of an unservable or incomplete drink would be a drink that is only half full.
- Not including Skyy, Midori, X-Rated and / or Finest Call sponsor brands in the specialty drink, per occurrence.
- Not using the full thirty (30) seconds at the start of the final round on the beer.
- Not attempting a Finest Call Stall in the final round.

Drink Recipes

1. Budweiser Beer (finals only)

Creatively open and pour a Budweiser beer for a minimum of thirty (30) seconds at the start of the routine.

2. Skyy Melon Kamikaze

1oz Skyy Vodka (half full bottle)

0.5oz Midori (half full bottle)

1oz Finest Call Lime Juice

Combine into a shaker tin with ice, shake and strained over ice into a 7oz Rocks glass

3. Sponsor Special

Skyy Vodka

X-Rated Liqueur

Mystery Ingredient (to be revealed at the Meet & Greet)

Finest Call Sweet & Sour Mix

Juice (competitor choice)

Build in a 10oz Highball glass filled with ice

4. Bartender's Specialty Drink (finals only)

The specialty drink must include at least two (2) sponsor products. Different flavours of the same brand cannot be combined to reach this requirement. Only products from Skyy Vodka, Midori Melon Liqueur, X-Rated Liqueur and Finest Call mixers can be used to create this cocktail. No competing liquors, liqueurs or mixers will be allowed as ingredients. All extra ingredients, juices, garnishes, glassware or tools are the responsibility of the competitor. All bottles used must be product specific.

Competition Tools

Flairco Portable Bar – competitors can set up the bar any way they choose, but the upper bar surface should not have any tools on it at the start of each round.

Bottles – some 750mL sponsor bottles will be supplied, but competitors are encouraged to provide as many of their own bottles as possible

Glassware – 10oz Highball, 10oz Martini and 7oz Rocks glasses

Pour Spouts – Spill Stop #285-50 (working flair) and any free flowing plastic spouts (exhibition flair)

Any juices or mixers not distributed by Finest Call can be in Store N Pours, Piazza Speed Pourers or clear, un-tinted, unbranded bottles of the competitor's choice. The competitor choice bottles can have no more than three (3) strips of tape, 1" (2cm) wide, and up to two (2) FBA / Pro Tour / Bar Wars LLC / Sponsor stickers per bottle.

