

Revision made on 06/2009



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FLAIR TRICK CONTEST MANUAL

**Summer Flair
Bartender Competition**

FLAIRBAR.COM



BarWars L.L.C. 2009 Flair Trick Contest Training Guide

**Summer Flair
Bartender Competition**

Summer Flair 4

HEAD TO HEAD & MIXOLOGY

September 20th-22nd 2009

Palm Beach Gardens, Florida





BarWars L.L.C. 2009 Flair Trick Contest Training Guide

**Summer Flair
Bartender Competition**

Summer Flair Bartender Competition 4

This three round, two day open bartender competition takes place at *Club Safari* in West Palm Beach, FL. This is a fun Flair competition with emphasis on Flair. First we start where will hold the first ever "Flair Trick Contest". Where competitors will basically compete against each other using their best Flair tricks to knock out the competition until we have one winner. Think of playing a game of horse with bottles and tins. Then we have the Accuracy round as well as a **Flair / Specialty** round. **Summer Flair Bartender Competition 4** promises to be fun and exciting.

All of that and the DVD is shot in High Definition and showcases the sponsors unlike any other Flair DVD to date. It is the new Industry standard in Flair competition DVDs. We like to give back and be creative in promoting the people who support us. This event is highly anticipated and promises to bring in competitors from across the globe.



Welcome to the official training guide for the Flair Trick Contest during Summer Flair 4 at Club Safari September 20th-22nd 2009. This is the third installment of this part of the competition and by far the most controversial part of the event. The reason being it has never really been done before on this level. This Flair Trick Contest training manual will help you better understand the rules, scoring and procedures of this part of the competition.





FLAIR TRICK OVERVIEW

The contestants will face off one on one in a game of skill with each winner moving to the next round until we have one winner. Think of it as playing the game of "Horse" but with tins and bottles. During the preliminary rounds the first competitor during the challenge to gain three points wins. The way you gain points are first explaining your potential move into detail to the referee and challenger and then performing the same move with control your challenger cannot mimic. A "move" or a "move" to a "move" (*See below for a definition of a move*)*, not a series of moves or a routine. You will have one chance within 30 seconds to perform your move and your challenger will have two attempts to mimic your move with control within 30 seconds and if they cannot mimic the move with control after you have landed your move within 30 seconds you will get a point. If your challenger does mimic your move with control no point will be awarded and the challenger will now have possession of the challenge and it will be their turn to try to gain a point and issue the next move for you to mimic. If you do not land a move possession moves to your competitor to challenge you with a move of their own. There will be a referee to determine any disputes and award points. The referee will have the final call.

Each Qualifying round will have a 15 minute cap. If there is no winner after the 15 minutes are up then whichever bartender is in the lead at the time will win the round and move on. If the bartenders are currently tied in the round after the 15 minute time limit then the winner will be determined by a "Pour Off" conducted by the referee with the winner of the "Pour Off" moving on to the next round. For the finals only there will be a 20 minute cap and we will go into an additional 5 minute overtime if needed before the final "Pour Off" to determine the final overall winner.

Once the referee signals it is your turn there will be a :30 second cap on each competitor to explain and perform a move. To ensure we keep things moving and guarantee no competitor can stall for time to better their chances of winning the round. This will be up to the Referee's discretion.

Each competitor can only gain points 1 point at a time in order. For example both competitors have to start the challenge by gaining a point with a Stall. There will be times when its your turn to gain a point and you already gained your 1st point so you would be working on your 2nd point with a "Measured Flair Pour" so you challenge your opponent with a "Measured Flair Pour" and on your challengers turn to gain a point they are still working on there 1st point so they would be challenging you with a "Stall". You gain points determining your advancement in the points category and not your opponents.

FLAIR TRICK OBJECTIVE



The first point you gain must be some sort of "**Stall**" that you hold with control for at least 3 secs. It could be a simple hand stall, elbow stall, forearm stall, etc... or "move" to a stall. Now this something can only be one move as well and not a series of moves. for example "a forearm bump to a stall". As long as it is not more then 2 bumps to a stall. More then 2 bumps to a stall would constitute as a series of moves.



The second point you gain must be a "**Measured Flair Pour**". It could be a simple right hand flip to an 1 1/4 oz pour. You will explain the move in detail and announce the amount poured before you perform your move. You must do 1 move with Flair into an announced pour. Now again 1 move with Flair into an announced pour or... a series of moves with multiple cuts and pours into an announced pour (as long as you are working towards the final amount of the desired pour and not performing routines in between cuts). You may use multiple bottles and tins in this round as well. The pours will be measured using an Exacto-Pour Measuring system. If you do not pour the correct amount your move will not count and possession moves to your competitor to challenge you with a move of their own. Once you start to pour and liquid comes out of the bottle that will be your attempt whether it is announced or not.



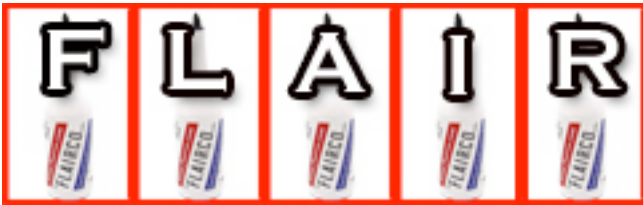
The third point you gain must be a "**Freestyle Move**". This may consist of anything you like. You shall first explain your potential move into detail and then attempt it. You may on this point perform a warm up or transition move to get into your "Freestyle Move". For example you may warm up with a basic three bottle pattern and then perform an over the shoulder throw into your juggle as the move. Your challenger only needs to perform your announced move and not the warm up or transition move if they do not desire. If you do not land your move or if it varies from what you explained into detail your move will not count and no point will be awarded and possession moves to your competitor to challenge you with a move of their own. Remember only 1 move, or a move to a move. Nothing more.

Flair Trick Contest Final Round

Now things get a little interesting. To win the final round of the "Flair Trick Contest". The winner has to accumulate 5 points instead of three like in the preliminary rounds. The first three ways to gain your first three points will remain the same... **1st point-** "Stall", **2nd point-** "Measured Flair Pour", **3rd point-** "Freestyle Move".



The fourth point will be a **"Working Flair"** move. You may choose any sponsor bottle that will be set half full and perform a "Working Flair" move with out spilling. **If you spill your move does not count and possession moves to your competitor to challenge you with a move of their own.. Spillage is unacceptable for the fourth point!** Remember only 1 move, or a move to a move. Nothing more.



The fifth and final point you gain to win must be a **"Freestyle Move"** again. This may consist of anything you like. You shall first explain your potential move into detail and then attempt it. You may on this point perform a warm up or transition move to get into your "Freestyle Move". For example you may warm up with a basic three bottle pattern and then perform an over the shoulder throw into your juggle as the move. Your challenger only needs to perform your announced move and not the warm up or transition move if they do not desire. If you do not land your move or if it varies from what you explained into detail your move will not count and no point will be awarded and possession moves to your competitor to challenge you with a move of their own. Remember only 1 move, or a move to a move. Nothing more.

If a competitor is late for their round they will be deducted in the following...

1 - 5 minutes = 1 point for opponent.

6 - 10 minutes = 2 points for opponent.

11 - 15 minutes = 3 points for opponent.

Summer Flair Bartender Competition

FLAIR TRICK CONTEST POINTS



1ST POINT - "STALL"



2ND POINT - "MEASURED FLAIR POUR"



3RD POINT - "FREESTYLE MOVE"



FINAL ROUND ONLY!

4TH POINT - "WORKING FLAIR"

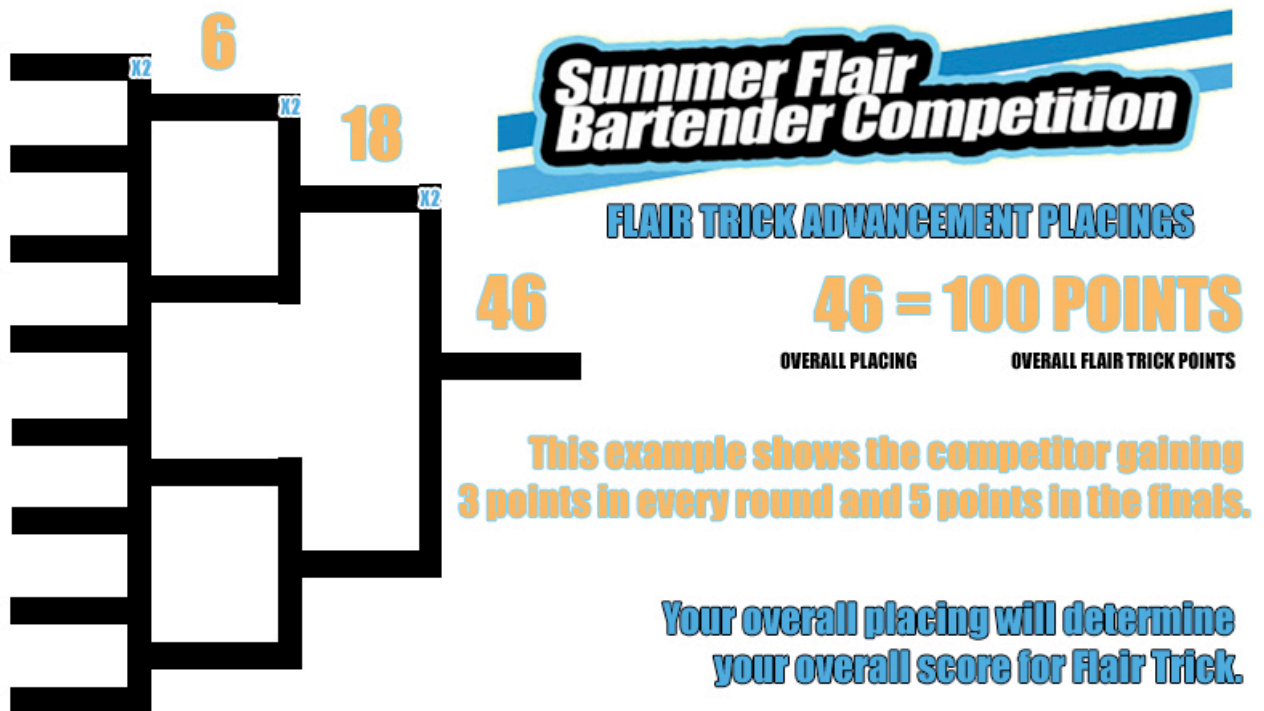


5TH POINT - "FREESTYLE MOVE"

Whichever competitor gains five points first will win this part of the event and set the scoring scale.

FLAIR TRICK ADVANCEMENT PLACINGS

Your overall placing in the Flair Trick Contest will determine your overall score for Flair Trick. Each time you advance to the next bracket your points get doubled. The further you advance in the brackets, the higher your overall score will be.



If there is a tie in the overall placings, the competitor with the better Fast Tender score will get the higher placing and thus 2 points better in their overall Flair Trick score. So keep in mind your *Qualifying Fast Tender* score is important to determine your initial bracket placement and to break a tie score in the overall placings.

FLAIR TRICK OVERALL SCORING



**Summer Flair
Bartender Competition**

FLAIR TRICK CONTEST POINT SCALE

OVERALL STANDINGS

1ST PLACE- 100 PTS.

2ND PLACE- 98 PTS.

3RD PLACE- 96 PTS.

4TH PLACE- 94 PTS.

5TH PLACE- 92 PTS.

6TH PLACE- 90 PTS.

7TH PLACE- 88 PTS.

8TH PLACE- 86 PTS.

9TH PLACE- 84 PTS.

10TH PLACE- 82 PTS.

***11TH PLACE AND ON- ETC...**

You may only successfully use the same move TWICE during this part of the competition. This way we will try to keep it fair so the same bartenders cannot do the same moves over and over to make it to the finals. We are looking for creativity here and not repetition. Have fun with it and enjoy...

FLAIR TRICK MOVE DEFINITION



FLAIR TRICK CONTEST

MOVE DEFINITION GUIDE

MOVE

RELEASE



ACTION



FINISH



MOVE TO A MOVE

RELEASE



ACTION/

RELEASE2



ACTION/

RELEASE2



FINISH



***ACTION IS DEFINED BY BODY CONTACT.**

***SIMULTANEOUS ACTION COUNTS AS ONE ACTION.**

***NO MORE THEN TWO RELEASES PER MOVE.**

*A "Move" is defined as 3 parts. First being the release, then the action and finally the finish. As for the "move" to a "move" is defined as 4 parts. First being the release, then the action/release, another action/release and finally the finish.

FLAIR TRICK REFEREE SIGNALS

**Summer Flair
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FLAIR TRICK CONTEST

REFEREE SIGNALS GUIDE



"ATTEMPT NO GOOD"



"ATTEMPT GOOD"



**":30 SECS
STARTS NOW"**



**"REFEREE STOPS
THE CLOCK"**



(Points to Challenger)

**"POINT AWARDED
TO CHALLENGER"**



**"END OF REGULATION
TIME"**



All Rules are Subject to Change.