

Summer Flair Bartending Competition 6 Rules

Introduction

The sixth annual Summer Flair Bartending Competition will be held from Sunday, September 18th to Tuesday, September 20th, 2010 at Club Safari in West Palm Beach, Florida. This competition will have three (3) skill divisions, Pro, Advanced and Amateur. The Pro Division will be a Level 5 event on the 2011 FBA Pro Tour. The Advanced Division will be part of the 2011 FBA Advanced Tour. Each competitor is required to perform a flair round featuring working and exhibition flair skills and complete a timed accuracy test in order to qualify for the final round. Pro Division competitors will also be required to compete in a head to head flair trick contest, but this event is separate from the overall competition. Questions can be posted on the FBA message board. Competitor registrations should be sent to Mike McLean, mike@flairco.com or 905-906-3547.

Additional activities at this event include the kickoff party on Sunday, September 18th, a Spirited Dinner on Monday, September 19th and the Mixology Matters Cocktail Convention on Tuesday, September 20th. See the Itinerary for more information.

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 18th at 6:00pm in a banquet room at the Marriott Palm Beach Gardens, 4000 RCA Blvd, Palm Beach Gardens, FL 33410
- A judging seminar will be held at 7pm on Tuesday, September 20th in the Mixology Matters Cocktail Convention. This seminar is open to all interested competitors, staff, sponsors and FBA members.
- This event will have three (3) skill divisions, Pro, Advanced and Amateur, with a maximum of thirty (30) 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), except for the Head to Head Flair Trick Contest, which will be held as part of the Mixology Matters convention in the Marriott conference rooms.
- Competition sponsors include ABSOLUT Vodka, Finest Call, Hot Rose Liqueur, Pisco Porton, Marie Brizard Liqueurs, Club Safari, Marriott Hotels, Barproducts.com, Spill Stop, Rock & Record, BarWars LLC, Flairbar.com and Flairco.com.
- 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 18th

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

11:00pm – Competition kickoff party @ Club Safari

Monday September 19th

11:00am – Amateur competitors arrive @ Club Safari and check in

12:00pm – FAST Tender Accuracy Round & Flair Round for Amateur Division

12:30pm – Advanced and Pro competitors arrive @ Club Safari and check in

1:00pm – FAST Tender Accuracy Round for both Advanced and Pro Divisions

2:00pm – Flair Qualifying Rounds for both Advanced and Pro Divisions

5:00pm – Head 2 Head Flair Trick Qualifying Rounds for Pro Division

7:00pm - Announce Finalists and Finalists Meeting

9:00pm – Spirited Dinner sponsored by ABSOLUT & Finest Call (meet in hotel lobby)

Tuesday September 20th

1:00pm – Mixology Matters Cocktail Convention opens (schedule to be posted online)

6:30pm – Head 2 Head Flair Trick Semi Finals @ Mixology Matters

7:00pm – Judging Seminar @ Mixology Matters hosted by Mike McLean

8:00pm - Doors open to the public and finalists arrive @ Club Safari

8:30pm – Head to Head Flair Trick Finals

9:00pm - Advanced Division Finalists

10:00pm - Pro Division Finalists

12:00am - Awards Ceremony

12:01am - Post Party

Prizes

Pro Division

1st = \$2000.00 + trophy

2nd = \$1000.00 + trophy

3rd = \$500.00 + trophy

4th = \$500.00 + trophy

5th = \$500.00 + trophy

6th = \$400.00 + trophy

Advanced Division

1st = \$400.00 + trophy

2nd = \$200.00 + trophy

3rd = \$100.00 + trophy

4th = \$100.00

5th = \$100.00

FAST Tender Winner = trophy

Amateur Division

1st = \$100.00 + trophy

Overall Prizes

Head to Head Winner = \$100.00 + trophy

Head to Head Runner Up = trophy

FAST Tender Winner = \$100.00 + trophy

Finest Call Stall = \$200.00 + trophy

Finest Call Runner Up = \$100.00 + trophy

Flairco / FBA BAM Award = prize package

Flair Rules

- Competitors in all divisions have four (4) minutes of show time in the qualifying round. Pro Division finalists will have six (6) minutes of show time in the final round, while the Advanced Division finalists will have five (5) minutes of show time.
- Competitors will make an ABSOLUT Spiced Apple Martini and an ABSOLUT Finest French (see recipe page for details), then add an ABSOLUT on the rocks for the final round. The first thirty (30) seconds of the final round is reserved for the creative pouring and serving of the ABSOLUT on the rocks only.
- All branded bottles used must have their original sponsor labels intact. No competing brands may be used. No empty bottles can be included in the competition bar set up.
- A minimum of one (1) ABSOLUT ORIENT APPLE Vodka bottle and one (1) Hot Rose Liqueur bottle must both be set to no less than ½ full for the working flair drink. All other bottles can be set at ½ oz.
- A Spill Stop #285-50 metal pour spout is required on the half full ABSOLUT ORIENT APPLE Vodka bottle and the Hot Rose Liqueur bottle. Any unaltered free flowing spout can be used on all other bottles. Pour spouts can have one strip of tape.
- Competitor Choice Ingredients 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 / BarWars LLC / Sponsor stickers.
- 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.
- In the finals, each competitor must at least attempt a Finest Call stall in their routine.
- Bartenders can set up the competition bar any way they choose, but nothing can start on the upper bar surface that limits visibility for the judges and audience.
- No fire tricks of any kind will be allowed.

Pro Division

- The Pro Division at SFBC 6 will be a Level 5 event on the 2011 FBA Pro Tour.
- The entry fee for the Pro Division is \$350.00 for FBA Premium Members or \$385.00 for FBA Basic Members (which includes an upgrade to a Premium FBA membership). This entry fee includes three (3) nights shared accommodations at the Palm Beach Gardens Marriott and a competitor gift package. Local competitors can talk to Rob Husted for entry fees that do not include the hotel accommodation.
- The scores from both the qualifying flair round and the FAST Tender Challenge will be combined together for an overall qualifying score. The top six (6) from the qualifying round will advance to the finals. The final round will consist of only one flair round. All finalists will receive a trophy or plaque.
- All Pro Divisions competitors are required to compete in the Head to Head Flair Trick contest on Tuesday, September 21st as part of the Mixology Matters Convention. While the Head to Head contest will not count towards the overall results of the competition, a \$100.00 fine will be assessed to any Pro competitor that does not compete in this round.

Advanced Division

- The Advanced Division at SFBC 6 will be part of the 2011 FBA Advanced Tour.
- The entry fee for the Advanced Division is \$300.00 for FBA Premium Members or \$335.00 for FBA Basic Members (which includes an upgrade to a Premium FBA Membership). This entry fee includes three (3) nights shared accommodations at the Palm Beach Gardens Marriott and a competitor gift package. Local competitors can talk to Rob Husted for entry fees that do not include the hotel accommodation.
- The scores from both the qualifying flair round and the FAST Tender Challenge will be combined together for an overall qualifying score. The top three (3) from the qualifying round will advance to the final round. The final round will consist of only one flair round. All finalists will receive a trophy or plaque.
- Advanced Division competitors can choose to compete in the Head to Head Flair Trick contest if they want, but are not obligated to do so as there is only one division.

Amateur Division

- The entry fee for the Amateur Division is \$250.00 for FBA Premium Members or \$285.00 for FBA Basic Members (which includes an upgrade to a Premium FBA Membership). This entry fee includes three (3) nights shared accommodations at the Palm Beach Gardens Marriott and a competitor gift package. Local competitors can talk to Rob Husted for entry fees that do not include the hotel accommodation.
- The scores from both the qualifying flair round and the FAST Tender Challenge will be combined together for an overall total score.

Scoring – 625 Points Total

Overall Performance – 200 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 bartender's score in this category.

Difficulty – 100 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)

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.

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.

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.

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.

Sponsor Promotion & Appreciation – 25 Points

This category is a measure of the promotion and appreciation shown by the competitors to the sponsor products. Including sponsor products in flair sequences, as opposed to just basic flair with these products and pouring them off, will help score well. Creative promotion of the sponsor products, including the first 30 seconds of the final round for the ABSOLUT on the rocks, will also be considered.

Flair Round 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.
- Missing, wrong or improperly proportioned ingredient as listed in the competition recipes per occurrence. Includes garnishes and straws.
- Unintentional Empty Bottle Flair, per occurrence.

Five (5) Points per Occurrence

- Unsanitary, improper or wrong procedure. This includes any action 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.
- 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.
- Missing sponsor ingredients as listed in the competition recipes, per occurrence.
- Not using the full 30 seconds at the start of the finals for the ABSOLUT on the rocks.
- Not attempting a Finest Call Stall in the final round.

FAST Tender Accuracy Challenge – 100 Points (qualifying only)

- All competitors will be required to complete one (1) of the following five (5) lists quickly and accurately as possible using the FAST Tender timer and system:

List #1	List #2	List #3	List #4	List #5
$\frac{1}{4}$ oz	$\frac{1}{4}$ oz	$\frac{1}{4}$ oz	$\frac{1}{2}$ oz	$\frac{1}{2}$ oz
$\frac{1}{2}$ oz	$\frac{1}{2}$ oz	$\frac{3}{4}$ oz	$\frac{3}{4}$ oz	$\frac{1}{2}$ oz
$\frac{3}{4}$ oz	1 oz	1 $\frac{1}{4}$ oz	1 oz	$\frac{3}{4}$ oz
1 $\frac{1}{2}$ oz	1 $\frac{1}{4}$ oz	1 $\frac{1}{4}$ oz	1 $\frac{1}{4}$ oz	1 $\frac{1}{4}$ oz
2 oz	2 oz	1 $\frac{1}{2}$ oz	1 $\frac{1}{2}$ oz	2 oz

- Competitors can use one or both hands to complete the required pours.
- The required list will be picked blind by the competitor and read to them once they are ready to start.
- Competitors will start with both hands on the timer, once they remove their hands, their time will start and will not end until they complete their pours and put both hands back on the timer.
- Competitors will pour the listed measurements into the shaker tins, with penalties added for every $\frac{1}{8}$ oz variance from the required pours, as well as any spills or any bottles not returned to the speed rail.
- The penalty for every $\frac{1}{8}$ oz variance will be 1 second added to the competitor's raw time. The same penalty of 1 second will be added for every spill and for every bottle not returned to the speed rail before time is stopped.
- 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. For times between .01 and .50, the time will be rounded down to the full second. For times between .51 and .99, the time will be rounded up to the full second.
- Any competitor with a total time lower than 10 seconds will receive a 5 point bonus for every second quicker than 10 seconds.
- The scores from the FAST Tender Challenge will be combined with their flair score to determine the overall results of the qualifying round. The FAST Tender Challenge will only be used in qualifying, not the finals for Pro and Advanced Divisions.

Time	Points	Time	Points
5 seconds	100	15 seconds	50
6 seconds	95	16 seconds	45
7 seconds	90	17 seconds	40
8 seconds	85	18 seconds	35
9 seconds	80	19 seconds	30
10 seconds	75	20 seconds	25
11 seconds	70	21 seconds	20
12 seconds	65	22 seconds	15
13 seconds	60	23 seconds	10
14 seconds	55	24+ seconds	5

Head to Head Flair Trick Contest

- The Head to Head Flair Trick Contest is a required element for all Pro Division competitors, but the contest will not count towards the overall results of the Summer Flair Bartending Competition.
- Competitors will be split into a head to head bracket system. The ranking in the bracket will be determined by scores from the FAST Tender accuracy round.
- The first competitor in each pairing to earn three (3) points advances to the next round.
- The two (2) finalists will kick off the Summer Flair Bartending Competition finals with a race to five (5) points.
- The referee will signal when an attempt is successful, when an attempt is not successful, when the time limit starts and ends, as well as when a point is awarded.
- Any Pro Division competitor that does not compete in the Head to Head Flair Trick Contest will be assessed a \$100.00 fine, due before the start of the finals.

Earning Points

- To earn points, a competitor must describe a “move” to the referee and the challenging competitor. Then the competitor must land the described “move” in a single declared attempt within thirty (30) seconds. If the attempt is unsuccessful, the competitor loses their turn and the challenger can then describe their own “move”.
- If the attempt by the competitor is successful, the challenger must then try to hit the “move” as described in no more than two (2) attempts with a total time limit of thirty (30) seconds. Each attempt must be declared to the referee prior to starting the “move”. If the challenging competitor cannot land the move in two (2) attempts or thirty (30) seconds, the original competitor earns a point. If the challenger is successful in completing the “move”, no points are earned.
- The competitors will alternate turns, regardless of points earned.
- The first competitor to earn three (3) points will advance to the next round.
- There is a time limit of fifteen (15) minutes per Head to Head battle in the qualifying rounds and a time limit of twenty (20) minutes in the finals.
- In the event that the time limit has been reached without either competitor earning enough points to win, which ever competitor has the points lead will advance to the next round. If the competitors are tied, a last and final challenge will be used to determine which competitor will advance.

Required Elements

- There are three (3) stages to earning points in the qualifying round and five (5) stages for earning points in the final round
- Competitors will need to complete and earn the point for each stage before advancing to the next stage.
- The required “move” for the first stage is a stall, which needs to be landed with control for no less than three (3) seconds. The stall can be landed on any body part with a maximum of two (2) action elements. For example, a bump to a stall. Once the competitor earns the point for this stage, they can move on to the second stage.

- The required “move” for the second stage is a measured flair pour. When describing this “move”, the exact amount of the pour must also be called. This “move” can consist of a single pour to the called amount, or a series of two (2) pours to the called amount. Multiple bottles and / or tins can be used for this “move”. If either the original competitor or the challenging competitor complete the “move” but is more than 1/8oz off of the called amount, this will be considered to be an unsuccessful attempt. Once the competitor earns the point for this stage, they can move on to the third stage.
- The required “move” for the third stage is a freestyle move of the competitor’s choice. Once the “move” is described, the competitor has thirty (30) seconds to make an announced attempt to complete the “move”. The time can be used to warm up or practice the “move” before the announced attempt. Once the competitor earns the point for this stage, they will be declared the winner of the head to head battle in the qualifying round. In the final round, they will move on to the fourth stage.
- In the final head to head battle, there will be a fourth and fifth stage.
- The required “move” for the fourth stage is a working flair move using a half full sponsor bottle without spilling. If either the original competitor or the challenging competitor complete the “move” but spill during the completion of the “move”, this will be considered an unsuccessful attempt. Once the competitor earns the point for this stage, they can move on to the fifth and final stage.
- The required “move” for the fifth stage is another freestyle move of the competitor’s choice. Once the “move” is described, the competitor has thirty (30) seconds to make an announced attempt to complete the “move”. The time can be used to warm up or practice the “move” before the announced attempt. Once the competitor earns the point for this stage, they will be declared the winner of the head to head battle in the final round.

Definition of a Move

- A “move” consists of three (3) distinct elements, a release, an action and a finish. For the purpose of this contest, competitors are limited to the following combinations of these elements:

RELEASE to ACTION to FINISH

or

RELEASE to ACTION/RELEASE to ACTION to FINISH

- An action is defined as any contact with the competitor’s body, where simultaneous action by multiple objects counts as only a single action.
- There can be no more than two (2) actions per “move”, not an extended sequence of actions and releases linked together.

Drink Recipes

1. ABSOLUT on the Rocks (finals only)

Creative pour and serve of ABSOLUT on the rocks for the first 30 seconds of the finals

2. ABSOLUT Spiced Apple Martini

1oz ABSOLUT ORIENT APPLE Vodka (half full bottle)

0.5oz Hot Rose Liqueur (half full bottle)

2oz Finest Call Sour Apple

Juice of Half a Lemon

1 bar spoon Maple Syrup

Combine ingredients in a shaker tin with ice (using hand juicer for the half lemon)

Shake and strain into 10oz Martini Glass

Garnish with lemon wedge dusted with cinnamon (can be prepared in advance)

3. ABSOLUT French Finest

ABSOLUT Vodka (any flavour)

Marie Brizard Apricot Liqueur

Pisco Porton

Finest Call Low Calorie Sweet and Sour

Competitor Choice Ingredient

Combine ingredients in a shaker tin with ice

Shake and strain over fresh ice into a 10oz Highball Glass

Choice of garnish (required)

Tall Straw

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

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

Competitor Choice Ingredients 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 / BarWars LLC / Sponsor stickers per bottle.