

Solar Flair 2013 World Championship

Competition Rules

Introduction

The Solar Flair World Championship flair bartending competition will be held at Dave and Buster's in Irvine, CA on Wednesday, August 7th and Thursday, August 8th. Each competing bartender will perform at least one flair round featuring both working flair and exhibition flair skills. Solar Flair will be a Major (Level 25) on the 2013 FBA Pro Tour and is also part of the 2013 FBA Advanced Tour. All information for this event is available online at www.5280flair.com and www.barflair.org

General Rules & Information

- Any violation of these rules, or any acts that display low integrity, poor taste or disrespect for the competition, sponsors, staff or the host facility may result in disqualification from the competition.
- All competitors must register online at www.5280flair.com. If there are any questions or problems while registering, please email brad@5280flair.com
- This event will have two (2) skill divisions, Pro and Advanced.
- All competing bartenders must be at least twenty-one (21) years of age.
- All rounds and events associated with this competition will be held at Dave and Buster's, 71 Fortune Drive, Suite 960, Irvine, CA 92618.
- Competing bartenders will not be allowed to wear logos of any companies conflicting with the sponsors of the event.
- A discounted hotel rate for competitors will be posted on the competition website.
- 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.
- Competition sponsors include Jack Daniels, Southern Comfort, Tuaca, Finest Call, Red Bull, Heineken, Barproducts.com, Dave and Buster's, 5280 Flair and Flairco.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Itinerary

- All Advanced division competitors must attend the registration meeting on Wednesday, August 7th at 2:00pm at Dave and Buster's. If you cannot attend this meeting, you must let the competition organizers know in advance.
- The Advanced division qualifying round will be held at the conclusion of the competition meeting, starting at approximately 3:00pm. The top three (3) Advanced competitors from qualifying will move on to the finals on Thursday night.
- The Solar Flair Showdown will be held Wednesday night after the Advanced division qualifying rounds at 8:00pm. All Pro level competitors are required to compete in this head to head battle.

- All Pro division competitors must attend the registration meeting on Thursday, August 8th at 1:00pm. The qualifying rounds will start at approximately 2:00pm, with the top ten (10) Pro competitors will move on to the finals Thursday night at 9:00pm.

Flair Rules

- One Tuaca bottle must be set to no less than one quarter ($\frac{1}{4}$) full for the working flair drink. All other bottles can be set at no less than one half ($\frac{1}{2}$) 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 quarter full Tuaca working flair bottle. Any free flowing pour spout can be used on all other bottles. Pour spouts can have one strip of tape around them.
- All competitors must attempt at least one (1) Finest Call stall in each routine.
- Competitors can use clear, un-tinted glass bottles for juices. These bottles must 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 / sponsor stickers.
- Bartenders can set up the competition bar any way they choose, but nothing is allowed to start on the upper bar surface that will impede the visibility for both the audience and the judges.
- No fire tricks of any kind will be allowed.

Pro Division

- The Pro division at Solar Flair will be a Level 25 event on the 2013 FBA Pro Tour.
- The Pro division entry fee will be \$110.00.
- It is required that all Pro division competitors must have full Premium FBA Memberships. Memberships can be upgraded on location for only \$35.00.
- The Solar Flair Showdown will be held Wednesday night at 8:00pm after Advanced qualifying. There is no entry fee to the Solar Flair Showdown, but it is required that all Pro division competitors take part. This is an additional event to Solar Flair that features a winner-take-all \$500.00 cash prize. Each competitor will perform two (2) minutes of flair, split up into one (1) minute increments, with either sponsor products or Solar Flair branded Flairco bottles. Each bartender will compete head to head bracket style, and the crowd will decide which competitor moves on to the next round. The final head to head battle will feature three (3) minutes of flair, split up into one (1) minute intervals, until an overall winner is declared.
- Each Pro division competitor will have four (4) minutes of show time in the qualifying round and six (6) minutes of show time in the final round.
- The qualifying round for the Pro division will be on Thursday, August 8th starting at approximately 2:00pm. The top ten (10) Pro division competitors from qualifying will move on to the finals, starting at 9:00pm.
- The prizes for the Pro Division will be \$5000.00 for 1st, \$3000.00 for 2nd, \$2000.00 for 3rd, \$1500.00 for 4th, \$1000.00 for 5th, \$500 for 6th place, \$500.00 for 7th place, \$500.00 for 8th place, \$500.00 for 9th place and \$500.00 for 10th place. All finalists will receive a trophy or plaque.

Advanced Division

- The Advanced division at Solar Flair will be part of the 2013 FBA Advanced Tour.
- The entry fee for the Advanced division will be \$55.00.
- It is required that all Advanced division competitors have a full Premium FBA Membership. Memberships can be upgraded on location for only \$35.00.
- Each Advanced division competitor will have four (4) minutes of show time in both qualifying and finals.
- The Advanced division qualifying round will be on Wednesday, August 7th, starting at 2:00pm. The top three (3) Advanced competitors will move on to the finals on Thursday night, starting at 9:00pm.
- The prizes for the Advanced Division will be \$500.00 for 1st, \$300.00 for 2nd, \$100.00 for 3rd, \$50.00 for 4th and \$50.00 for 5th place.

Scoring – Total of 625 Points Available

Overall Entertainment – 200 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 role in their score in this category.

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 competitor 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 – 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 as intended in their choreography.

Showmanship – 50 Points

This category is scored on the competitor's demeanor behind the competition bar. Does the competitor seem confident and sure of themselves throughout their routine, or are they nervous and unsure? Is the competitor in command of their performance? How does the competitor handle any mistakes or miscues in their routine? Do they seem flustered by mistakes or do they seem to be able to move past and keep the flow?

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 will also be considered.

Penalties and Deductions

Two (2) Points 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. Only obvious spills will be penalized.
- 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.
- Missing, wrong or improper portion of drink ingredients, as per recipes. This includes straws and garnishes, but not sponsor product (see below).
- 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.
- Unintentional Empty Bottle Flair, per occurrence.

Ten (10) 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. If you attempt a trick with three bottles and two of them break, you will receive two separate penalties.
- 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.
- Intentional Empty Bottle Flair, per occurrence.
- Not placing either the Heineken bottle or Red Bull can label out on the bar.
- Not attempting a Finest Call stall in the routine.

Fifty (50) Points per Occurrence

- Missing, unservable or incomplete drink that is not appropriate to be served. This will be determined by the judges. An example of an unservable or incomplete drink would be a drink that is only half full.
- Not including required sponsor brands in either the working flair or specialty drink.

Drink Recipes

1. Heineken Beer

Open a bottle of Heineken beer and place it on the bar label out

2. Tuaca Bomb

2oz Tuaca (quarter full bottle)

Pour into shot glass and drop into pint glass half filled with Red Bull

Red Bull can placed on bar top label out

3. Specialty Drink

The specialty drink must include Jacks Daniels, Southern Comfort and Finest Call (any flavour). Other sponsor brands or products may also be used. No competing liquors, energy drinks or beers 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

Portable Bar – competitors can set up the bar any way they choose, but the upper bar surface must 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 – 2oz Shot and 16oz Pint glasses

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

Juices can be in Store N Pours, Piazza Speed Pourers, Finest Call bottles or clear, un-tinted, unbranded bottles of the competitor's choice bottles. The competitor choice bottles can have no more than three (3) strips of tape and / or two (2) sponsor stickers per bottle.