

The Biggest Little Flair Competition in the World

Rules and Regulations

Introduction

The Biggest Little Flair Competition in the World will be held on Wednesday, February 18th at the Silver Legacy Casino in Reno, NV. This event is part of the 2009 Flair Bartenders Association (FBA) Advanced Tour and is meant as a fun competition for both the competitors and those in attendance. Each competitor will perform one flair round featuring both working flair and exhibition flair skills. Competitor registrations should be sent to Mike McLean mike@flairco.com. Questions will be posted on the FBA message board at www.barflair.org.

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, staff or host facility are subject to disqualification from the competition.
- All competitors must be on location no later than 7:00pm on Wednesday, February 18th at Rum Bullions Island Bar in the Silver Legacy Casino, 407 N. Virginia Street, Reno, NV 89501 www.silverlegacyreno.com
- There will be a maximum of fifteen (15) competitors at this event.
- The entry fee is \$50.00 for FBA members. Non members can register with the FBA for free on location at the competition.
- All competing bartenders must be at least twenty-one (21) years of age.
- This event is part of the 2008 FBA Advanced Tour, but is open to bartenders of all skill levels. Pro Division bartenders will not earn Advanced Tour points from this event, but will still earn prize money.
- 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 are Bacardi, Finlandia Grapefruit Fusion, Jack Daniels, Blue Moon and Silver Legacy Casino.
- Competing bartenders will not be allowed to wear logos of any companies conflicting with the sponsors of the event.
- Prizes are \$1000.00 for 1st, \$500.00 for 2nd, \$250.00 for 3rd place, \$125.00 for 4th and \$125.00 for 5th place. The top five competitors will also receive a trophy.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- Each competitor will have five (5) minutes of show time.
- Competitors must open and pour a Blue Moon beer, make a Dirty Tuaca shot (see recipe list) with working flair, then a cocktail of their choice with exhibition flair using Bacardi Rum, Finlandia Grapefruit Fusion Vodka and Red Bull energy drink.
- One Tuaca bottle and one Sour Apple Pucker bottles must both 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. No empty bottles can be included in the competition bar set up.
- All bottles used must have their original sponsor brand labels intact. Only sponsor brands can be used. No empty bottles can be included in the competition bar set up.
- A Spill Stop #285-50 metal pour spout are required on the half full Tuaca and Sour Apple Pucker working flair bottles. Any free flowing pour spout can be used on all other bottles. Pour spouts can have one strip of tape to keep them in place.
- Competitors can use any 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 Stickers.
- Competitors can and should provide all of their own bottles, tins and tools.
- Bartenders can set up the competition bar any way they choose, but nothing should start on the upper bar surface.
- No fire tricks of any kind will be allowed.

Scoring – Total of 400 Points Available

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.

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).

Originality – 25 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.

Balance – 25 Points

This category is scored on how the competitor presents their skills over the course of their routine. If a competitor performs for five minutes and four of it is spent on one particular style, such as bottle tin, or three bottle, for instance, then the remaining minute is used to finish the drinks, that is not considered a good balance. 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 bartender 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 bartender's choreography or physical style may play a part in this category. The bartender'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.

Presence & Composure – 50 Points

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

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 or wrong ingredient. This includes garnishes and straws.
- Unintentional Empty Bottle Flair, per occurrence.

Five (5) 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.
- 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, 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 or missing a required ingredient.
- Not including the required sponsor brands in either the working flair drink or the exhibition flair specialty drink.

Drink Recipes

1. Blue Moon beer

Open a bottle of Blue Moon beer and pour into a 14oz Pint glass.

Garnish with orange wedge on glass rim.

Present glass with bottle, preferably label out.

2. Dirty Tuaca shot

1oz Tuaca (half full bottle)

1oz Sour Apple Pucker (half full bottle)

½ oz Sour Mix

Ingredients combined in a shaker tin with ice, shaken and strained into a 4oz Rocks glass.

3. Bartender's Specialty Drink

The specialty drink must include Bacardi Rum, Finlandia Grapefruit Fusion Vodka and Red Bull energy drink. Only sponsor brands can be included in the specialty drink.

These brands include Bacardi, Finlandia, Jack Daniels and Blue Moon. No competing liquors, mixers, beers or energy drinks will be allowed as ingredients. All extra ingredients, mixes, 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 must not have any tools on it at the start of each round.

Bottles – some 750mL sponsor bottles will be supplied, all specialty drink bottles should be provided by the competitor.

Glassware – 14oz Pint glasses, 4oz Rocks glasses and 14oz Gibraltar glasses

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

Any juices or mixers 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 / Sponsor stickers per bottle.