

The Biggest Little Flair Competition in the World

Rules and Regulations

Introduction

The Biggest Little Flair Competition in the World will take place on Monday, March 1st and Tuesday, March 2nd at the Silver Legacy Resort Casino in Reno, Nevada. This competition will be a Level 1 event on the 2010 Flair Bartenders Association (FBA) Pro 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 or 905-906-3547. Any questions on these rules or the event in general should 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 competing bartenders must be at least twenty-one (21) years of age.
- All competitors must be on location for the qualifying round no later than 3:00pm on Monday, March 1st behind Rum Bullions Island Bar inside the Silver Legacy Casino, 407 N. Virginia Street, Reno, NV 89501 www.silverlegacyreno.com
- The top eight (8) competitors from the qualifying round will advance to the final round on Tuesday, March 2nd starting at 9pm.
- The entry fee for this competition is \$50.00 for FBA Premium members or \$75.00 for FBA Basic members. Non FBA members can register for an FBA Basic membership for free on location.
- This competition is part of the 2010 FBA Pro Tour, but is open to bartenders of all skill levels. As it is an open event without other skill divisions, competitors will maintain their current status after the event, even if they are not yet at the Pro level.
- 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 Rum, Three Olives Vodka, DeKuyper Liqueurs, Harlem Dutch Herbal Liqueurs, Corzo Tequila, Bud Light, Shock Top, Red Bull and Silver Legacy Resort Casino.
- Competitors will not be allowed to wear logos of any companies conflicting with the sponsors of the event.
- Prizes for this competition are \$1000.00 for 1st, \$750.00 for 2nd, \$500.00 for 3rd, \$500.00 for 4th and \$250.00 for 5th place.
- The official competition after party will be held in the Aura Ultra Lounge following the announcement of the results.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- Each competitor will have four (4) minutes of show time for their routine in the qualifying round and five (5) minutes of show time in the final round.
- During their routine, each competitor must open a Bud Light or Shock Top beer, make a Three Olives Vodka and Red Bull using working flair, pour a shot of Harlem Dutch Herbal Liqueur, then create a specialty drink of their choice with exhibition flair that must include both Bacardi Rum and DeKuyper Liqueurs.
- At least one (1) Three Olives Vodka bottle must be set to no less than a quarter 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 those sponsor brands listed can be used in the specialty drink.
- A Spill Stop #285-50 metal pour spout is required on the quarter full Three Olives Vodka working flair bottle. 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

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.

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 – 50 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).

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 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 only 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.
- Missing or wrong ingredient or portion, other than required sponsor products. This includes straws and garnishes.
- Indirect Breakage of any glass object that happens as a result of no direct action from the competitor.
- 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 several required ingredients.
- Not including the required sponsor brands in either the working flair drink or the exhibition flair specialty drink, per occurrence.

Drink Recipes

1. Bud Light or Shock Top beer

Open a Bud Light or Shock Top beer
Place on upper bar surface, preferably label out

2. Three Olives Vodka and Red Bull

2oz Three Olives Vodka (quarter full bottle)
Fill with Red Bull
Build in a 14oz Gibraltar glass
Lime wedge and tall straw garnish

3. Shot of Harlem Dutch Herbal Liqueur

1oz Harlem Dutch Herbal Liqueur
Poured into a shaker tin with ice, shaken and strained into a shot glass

4. Competitor's Specialty Drink

The competitor's specialty drink must be made using at least one flavour each of both Bacardi Rum and DeKuyper Liqueurs. Only sponsor brands can also be included in the specialty drink. No competing liquors 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 anything on it that restricts the sight lines of the audience and the judges at the start of each routine.

Bottles – all bottles should have their sponsor brand labels intact.

Juices - Any juices or mixers can be in Store N Pours, Piazza Speed Pourers or clear, un-tinted, unbranded bottles of the competitor's choice. These 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.

Glassware – 12oz Gibraltar, 1.5oz Shot

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