

The Spring Sling Competition Rules

Introduction

The Spring Sling competition will be held on Wednesday, March 28th as part of the Spring Slingers series of competitions. The event will be hosted at The Mule Night Club in Penticton, BC. This competition is meant to be a fun event for all bartenders and spectators in attendance and will be a Level 1 event on the 2012 FBA Pro Tour. Each competitor will be required to make five (5) drinks in their flair round, featuring both working flair and exhibition flair skills. All questions and competitor registrations can be sent to Paul Newnham paul@thebartendersguild.com or 250-864-7285.

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.
- The Spring Sling competition will be held on Wednesday, March 28th at The Mule Night Club, 218 Martin Street, Penticton, BC V2A 5K3 www.themulenightclub.ca
- All competitors must be on location no later than 8pm.
- This competition will have a single open Pro Division.
- All competitors must be at least nineteen (19) years of age.
- There is a limit of fifteen (15) competitors for this event.
- The entry fee is \$40.00 CAD for this competition.
- It is required that all competitors must have a membership with the Flair Bartenders' Association (FBA). Competitors can register at www.barflair.org for either a free basic membership, or a premium membership at an annual rate of \$35.00 USD.
- 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.
- The special competition rate at the Sandman Hotel is \$79.00 CAD per night (regular rate \$149.00 CAD). Competitors should contact the hotel directly at 250-860-6409 and quote confirmation number 327952.
- Any competitors flying in to Kelowna (YLW) should contact Paul Newnham for a ride from the airport.
- Sponsors include Potter's, PMA Canada, Jagermeister, Jack Daniels, Molson Coors Canada, My Body Shots, The Mule Night Club, Sandman Hotel and the Bartenders Guild.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- All sponsor bottles used must have their original brand labels intact.
- No competing brands or empty bottles can be used.
- All competitors will have five (5) minutes of show time.
- For juices and other non sponsor non alcoholic ingredients, competitors can use clear glass bottles of their own choice. These bottles must have all branding and labels 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.
- One (1) Potter's Vodka bottle must 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.
- A Spill Stop #285-50 metal pour spout is required on the half full Potter's Vodka 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.
- Competitors can and should provide all of their own bottles, tins and tools.
- Competitors can set up the bar any way they choose, but nothing can start on the upper bar surface that affects visibility for both the audience and the judges.
- The prizes for this competition are \$500.00 CAD for 1st, \$250.00 CAD for 2nd, \$100.00 CAD for 3rd, \$100.00 CAD for 4th and \$50.00 CAD for 5th place.
- No fire tricks of any kind will be allowed.

Scoring – Total of 475 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 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 – 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).

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. 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.
- Missing, wrong or improper portion of drink ingredients, as per recipes. This includes straws and garnishes.
- 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.
- 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 serving the Smirnoff Rocket glass and bottles label out.

Fifty (50) Points per Occurrence

- Missing, wrong, unservable or incomplete drink that is not fit to be served. An example of an unservable or incomplete drink would be a drink that is only half full.
- Missing required sponsor products, per occurrence.

Drink Recipes

1. Molson / Coors Light Beer

Open and serve label out on bar top

2. Potter's Vodka & Red Bull

1oz Potter's Vodka (half full bottle)

Fill with Red Bull

Build in 14oz Sleeve glass filled with ice

Optional garnish

3. Nyte Cap

1oz Jagermeister

Drop into 6oz Rocks glass filled with Electro Nyte

4. Jack & Coke

Jack Daniels

Fill with Coke

Build in 10oz Gibraltar glass filled with ice

Short straw

Optional garnish

5. Competitor's Specialty Cocktail

Each competitor must create a specialty cocktail of their choice which can use exhibition flair or working flair. This cocktail must include Potter's Vodka. Only sponsor brands are allowed as liquor ingredients for this cocktail. No competing brands or products are allowed. All bottles for the specialty cocktail can be set at no less than ½ oz.

Competitors should provide all of their own bottles and supplies for this cocktail.

Competition Tools

Flairco Portable Bar – competitors can set up the bar any way they choose, but the upper bar surface should not have any tins, bottles or tools on it at the start of each round.

Bottles – 750mL Potter's Vodka bottles for the working flair drink and a limited number of 750mL Jack Daniels bottles will be provided, but competitors are required to provide all of their own bottles for the specialty cocktail

Glassware –14oz Sleeve, 10oz Gibraltar and 6oz Rocks