

Flairtending Rules

1. All competitors will participate in a Qualifying Round. Under six (6) participants, there will be no Qualifying Round, just the Final Round
2. Competitors must produce 4 portions of their original Cocktail Recipe during their routine, both in the qualifying and final round.
3. Flair routines should not exceed 5 minutes.
4. Competitors must dress professionally either representing their National Association or themed appropriately.
5. Obscene acts, names and/or gestures are not permitted.
6. Any style of cocktail may be created.
7. The drinks will be scored on appearance, decoration, aroma, and taste (Refer to Tasting score card attached)
8. Unbranded clear bottles should be used only for juices, milk and creams. They MUST not be recognizable non-sponsored bottles.
9. Competitors are required to bring their own empty bottles for the routine. Bottles must be filled under the presence of the Flair Committee on the scheduled time before the competition. The GBG will not be able to provide empty bottles.
10. Each bottle for the flairtending routine must contain at least 1.5cl of liquids for exhibition flair and 30cl Bottle for working flair liquids used in the recipe.
11. Bar-backs must be used during the routine (the host country will appoint bar-backs, competitors may provide their own).
12. All equipment and bottles will be stored in crates and kept neatly in the backstage area under GBG Flair committee supervision.
13. Sponsors Bottles presented on stage must be clean and have a current label. Please ensure that the MAIN SPONSORED PRODUCT bottles are always visible on the bar top at the end of your routine. This is included in your scoring.
14. Competitors must bring their own speed pourers. The length of tape used to secure the speed pourer onto the bottle may not be longer than 30 mm.
15. Breakages: -10 points per break (bottles or glass) if a bottle or glass breaks over the bartop or ice well the cocktail will be disqualified and given NO POINTS for drinks scoring. Only Flair technical score will be allocated.
16. The timer countdown is stopped when the competitors raise their cocktail and present it to the judges OR when competitors step back away from the bar, OR when they raise their hands to indicate they are done.

17. Competitors must provide their own USB memory stick to the Competition. Please hand in at the FLAIR BRIEFING where testing will be done! It is recommended to bring a backup copy containing your music mix. No mobile or electronic copies will be accepted in other forms. Remember to label USB memory stick with the name of the competitor and country (There is only to be one music track on USB).

Time and Penalties for Flair

1. Competitors must be at the backstage reporting area thirty minutes before competing or they will be penalised by GBG judges.
2. Competitors will be given five minutes to set-up their bar station on stage.
3. Competitors will be penalized for each ten seconds they go over time during the competition.
4. Competitors using empty bottle(s) for flairing will be penalized.
5. All GBG Flair committee' decisions made are final under guidance from the GBG President
6. Rules are subject to change at any time due to unforeseen circumstances.

Showmanship- 60 Points Max.

The flair bartender is an entertainer, you have 5 minutes to captivate the audience, a theme, the originality of integrating a character, a good combination with the music, don't forget your smile and a well choreographed routine will bring the best performance you can give.

Originality/Creativity- 80 Points Max

New moves, new style is what the judges look for. Flair is big, diverse and is constantly changing very fast, so the judges want to see something new and originality.

Being original, showing us your imagination, something out of the box, surprise move, don't bring something that you have seen someone else doing. Be yourself.

Difficulty- 80 Points Max.

Judges look for big moves and difficult moves as it helps progress the art of performance flair bartending. For example, a bottle and tin sequence can be a lot more difficult to land than multiple objects. Never forget the originality because difficulty doesn't mean you are going to win the competition.

Execution- 80 Points Max

Variety of moves, your smoothness, confidence and control that's what we're looking for. Finish your sequences in pours, knowing how to disguise falls or breaks of objects and make it relevant to the use of all the objects!

Working flair- 40 Points Max

Bottles must contain at least 30cl of liquid and metal pour.. Originality, difficulty and variety of movements and objects are key points.



IBA- WCC FLAIR TECHNICAL FORM

COMPETITOR N°

COUNTRY-

<u>POSITIVE SCORES</u>	<u>MAX.POINTS 340</u>	<u>ADDED</u>
Showmanship	60	
Originality-Creativity	80	
Difficulty of Moves	80	
Execution	80	
Working flair	40	
TOTAL POSITIVE POINTS	----->	
<u>NEGATIVE SCORES</u>		<u>DEDUCTED</u>
Drops	-2	
Spills	-1	
Fumbles	-1	
Breakage	-10	
Bar Station cleanliness	-5	
Sponsors bottles at the top of the Station	-10 points every bottle	
Cocktails equally portioned- not uneven	-5 points per cup	
Garnish time penalty	-15	
Missing Ingredients	-15	
Time:.....Min.....Sec	-10 Points deducted every 10 seconds over the time limit.	
TOTAL DEDUCTED POINTS	----->	

Judge Name-

TOTAL POINTS –