

The 'Prepare To Flair' Competition

Introduction

'Prepare To Flair' is an amateur competition designed for bartenders of all basic flair bartending abilities. Whether you have no competing experience at all or you have only done a few competitions and are looking to enter the professional flair bartending scene; you are welcome.

Event Details

Prepare To Flair will be held on 14th May 2017 at **The Roadhouse**, Covent Garden, The Market At Covent Garden, 35 The Piazza, London WC2E 8BE.

All additional information about the event can be found on the website:
www.preparetoflair.co.uk

Main Contacts

Tony Mallin (Organiser): preparetoflair@gmail.com +447493045663

General rules and information

- Everyone attending, competing or supporting must be at least 18 years old.
- This is strictly an amateur competition - the organiser will research anyone who registers. If a person is deemed to be too good, their registration to this competition may be cancelled. Anyone who is in doubt about their suitability to this competition should contact the organiser before registering.
- Registration **must** be done through the **website**: www.preparetoflair.co.uk
- The registration fee for the event is **£20**. This is 1 flat fee that covers everything - entrance to the seminar and entrance to the competition, although attendants are not required to do both.
- Payments for seminars and/or competition entrance fees must be paid in full beforehand to confirm participation. Anyone with outstanding payments will not be permitted to attend any seminars/demonstrations or to enter the competition.
- When registering, please provide your personal email address.
- Payments are **not refundable**.
- Anyone who registers will be contacted prior to the event to confirm their attendance.
- All travel, accommodation, registration, food and drink expenses are the responsibility of the competitor. The Roadhouse will give competitors 50% off food, free soft drinks and free use of the cloakroom.
- All forms of communication, information and general updates will be in **English**.
- Anyone who is entering the competition must enter the Roadhouse via the main entrance.
- Anyone entering the competition is encouraged to bring as many friends as they can for moral support. People who bring 6 or more friends can receive certain deals on food and the **'happy hour'** lasts until 10pm: 2 4 1 on house cocktails and £3 on selected beers along with other discounts.
- Any enquiries about the competition itself should be directed to the organiser.
- All rules are subject to change at the organiser's discretion.

Competition Rules and Information

- Competitors must be present at **6.30pm** for the briefing and the start of the competition, and on time and for all other scheduled meetings, whatever times they may be. This is subject to change based on the amount of competitors.
- Competitors will only be allowed to use a maximum of 2 objects.
- There will be **2** rounds in the competition, **1** qualification round and **1** final round.
- The top **3** competitors from the qualification round will compete again in the final – this number may change if there is an increased turnout for the competition.
- The scores from the qualification round and the final round are not added together.
- In both rounds, competitors will have **3 minutes** on stage.
- The **rules and drink** in the qualification round and the final round will remain the same.
- In both rounds competitors will have to make **1 specified drink**.
- The **drink** will be decided by the organiser.
- When making the **drink**, competitors must correctly adhere to the cocktail's ingredients, measurements, use of equipment and method of making.
- Competitors will be judged using the 'Prepare To Flair' scoring system, which is explained in detail below.
- There will be **2 Judges**, who will be confirmed closer towards the date.
- The practise space has enough space for 4 competitors at any one time will be open from 5.30pm. Once the competition starts, and the running order is published, competitors will have allocated times of when they can use the practise area.
- Competitors must be fully prepared at least 15 minutes before they are due on stage, and be standing by ready to go as the previous person in on stage.
- The 'Doimo' portable bar will be used, and will come equipped with store n pours juice, a straw/napkin caddy and a garnishing tray containing any necessary fruits or condiments.
- Competitors will have **4 minutes** to set up the bar in any way they want to. Points will be deducted from a competitor's score if they over this time limit.
- The Roadhouse will provide a hawthorn strainer and a boston/cheater tin set – these items must be returned.
- All other bar equipment must be provided by the competitors themselves – this includes shaker tins, muddlers, bar spoons, bar mats, pour spouts, tape, cocktail picks, towels and any other kind of specialist equipment.
- Competitors must do at least **1 move** and **1 pour** using a **Stoli** bottle.
- **If there is a specified spirit in the drink recipe, competitors must use that specific bottle when pouring: (for example: if 25ml of Malibu is in the drink recipe, competitors must pour 25ml of Malibu from a Malibu bottle, it is not permitted to put Malibu into a Bacardi bottle). Where there is no specified spirit, competitors can use any kind of bottle that they want to during their performance.**
- Roadhouse will supply a limited amount of Stoli (700ml), Stoli Vanilla (700ml) and Malibu (700ml) bottles primarily for competitors to use during their performance. Any other bottles must be provided by the competitors themselves.
- No empty or plastic bottles can be used during a competitor's routine.
- Competitors may use juices in their bottles.
- No form of sugar syrup can be used in glass bottles.

- Exhibition bottles must contain at least 12.5ml of liquid and have a metal or plastic pour spout.
- Working flair bottles must be at least **1/3** full.
- **Competitors must use metal pour spouts on all working flair bottles. Metal pour spouts must be in full working condition. Hitting pour spouts to make them shorter is not allowed.**
- Only insulation/electrical tape can be used on bottles.
- Competitors can fill their bottles with water or replica spirits. Alcohol **does not** have to be used.
- Competitors will be allowed **2** barbacks to assist them on stage during their performance.
- There will be **1 barback** from the Roadhouse, who be there to assist competitors with basic requirements.
- **Competitors are free to use any music they want to. However, competitors should keep in mind the audience they are performing for. Roadhouse is a bar known for its rock and commercial music. People will appreciate and respond more to music from these genres. Genres such as dubstep, trap, glitch hop, hard dance or rap filled with offensive lyrics may not go down well.**
- Competitors **must** provide their music on **CD in 'audio' format**. Competitors **will not be allowed** to use mobile phones, Ipods, I pads, MP3 devices, laptops, USB devices or any other media devices or to directly stream music from the internet.
- Competitors will be able to get their CD tested by the resident DJ prior to their performance to ensure that it is fully functioning.
- If for whatever reason; the music of a competitor fails to play properly within the first 30 seconds of said competitor's routine. The competitor will be able to start their routine again from the beginning. If this happens after the 30 second period, the competitor in question will have to continue their performance regardless of any musical difficulties that may occur. If a competitor's music fails to play altogether, the DJ will play a random song of his or her choice. Routines cannot be restarted on the basis that a competitor is not happy with the way their first routine has started.
- Competitors can ask the host to say something about them before they go on stage.
- Competitors' routines should be entertaining and tasteful. Any routine which is deemed to be of poor taste, rude or disrespectful towards anyone at all will be disqualified from the competition.
- Flairing with fire is not permitted at any time.
- The organiser reserves the right to adjust scores in order to resolve any unexpected circumstances – this will only be done in serious situations and only after consulting with the judges.
- After the final competitor has been on stage, the practise area will be dismantled and competitors will have to put their bags in the cloakroom.
- Announcements will be made after the qualification round, and again after the final round to announce the top 3 and to publicly thank any involved in the organising of the competition.
- The Roadhouse will stay open until 12.30am, where competitors are more than welcome to stay and socialise.

Code Of Conduct

Dress Code

Whilst at the you are at the 'Prepare To Flair' event it is important that you are dressed and presented appropriately. The Roadhouse has a fairly open policy on dress codes; trainers and hats are fine. Tracksuit trousers, shorts or sandals are not accepted. Sporting clothing such as football or rugby tops are also not permitted.

The clothes you do wear, be it your normal clothing or work, sponsor or competition t-shirts should be clean and ironed with no rips or tears.

Costumes are permitted if it is an integral part of your performance; but it must be deemed appropriate.

Nudity is not permitted at any point.

Behaviour

Competitors should, as representatives of their respective bars, restaurants, brands or sponsors; always maintain a professional manner no matter the situation throughout the day.

Just like all competitions, there are times when stress can easily amount. Regardless of the situation, whether it is whilst you are preparing to go on stage or if it is over the results of the competition; everyone must treat everyone with respect. It can be appreciated how tensions can rise, but under no circumstances whatsoever should members of the public, competitors, judges, staff of all descriptions or the organiser be subjected to rudeness, arrogance or any other kind of disrespectful behaviour. Such behaviour can lead to disqualification from the competition.

Competitors are also subject to The Roadhouse's own rules and regulations and its general policies.

The 'Prepare To Flair' Scoring System

The 'Prepare To Flair' scoring system is designed to suit all types of amateur flair bartenders in their early stages of flair bartending and for those wishing to step up into the next level of competitive flair. With this in mind, this scoring system has been designed to give competitors the chance to present both a well-balanced routine and to encourage them to improve their flair as much as possible.

Variety – 40

To score well in this category, you will have to perform many different types of moves involving different combinations. Combining bumps and taps with exchanges, catching bottles and tins in different grips, or stalling a bottle on different parts of your body whilst performing another trick with another object are good examples on how to gain multiple points in this section.

Difficulty – 20

Points for difficulty can be gained through many ways. Judges will be looking at how difficult your moves and sequences are in general and how hard it is to hit your moves in time with the music. Adding bumps or rolls into exchanges or landing several difficult moves in succession in time with the music will result in you scoring well in this category.

Showmanship – 20

How confident are you on stage? Competitors who are naturally confident on stage will score higher than those who only appear confident when they land a move. Competitors that genuinely create an atmosphere which contains character, fun and composure will score very well. Engaging with the crowd is also very important – a strong reaction from the crowd can help boost your confidence levels through the roof and help you to give a better performance.

Choreography – 20

How well structured your routine is and the timing of all your moves will determine how well you do in this section. Competitors that do moves in time with the music will score more points than those who just freestyle. Stalling a bottle when the music stops or performing elbow bumps along to a bouncing beat are good examples of what will score you points in this section.

You can score points in the Choreography section by predominantly using **flair moves**; but how you present your routine can also contribute to your score. If you are doing a trick behind your back, can the audience see the move? Points for choreography can also be made by positioning yourself properly for a move or by executing parts of your routine in a timely fashion.

Cocktail Recipe - 80

Competitors will have to make 1 drink using a combination of working flair and exhibition flair.

The cocktail is scored out 80 points. Making the cocktail completely to spec, including its ingredients, measurements and correct procedure will result in the competitor scoring 80/80 points.

If there are mistakes made; competitors will be subjected to a **-5** point penalty for each error.

Name: n/a

Glass/Drinking Vessel: (plastic) Hurricane (5 points)

Ice: Cubed (5 points)

Ingredients:

4 lime wedges or 25ml of lime juice (5 points)

1 barspoon of white granulated sugar or 10ml of sugar syrup (5 points)

25ml Stoli Vanilla, using a working flair bottle (5 points)

25ml "Liquid" (Competitor's choice e.g. Bacardi, Stoli Vanilla or Jamesons), using a working flair bottle (5 points)

25ml "Liquid" (Competitor's choice e.g. Bacardi, Stoli or Jamesons), using exhibition bottles (5 points)

Top with Cranberry Juice (5 points)

Method:

- If using lime wedges, muddle the limes (with or without sugar) (5 points) before adding the other ingredients.
- Add all other ingredients except the cranberry juice into a cheater tin (5 points)
- Shake with ice (5 points)
- Strain into the **hurricane** glass with fresh ice (5 points)
- Top with cranberry juice (5 points)

Garnish: 1 lemon wedge (5 points)

Other: 1 long straw (5 points)

1 beverage napkin (5 points)

Deductions

Drop: - 1

Spill: - 3

Miscellaneous: - 5 per occurrence (a missing straw or napkin, missing ingredients in a cocktail, incorrect procedure when making a drink or anything deemed inappropriate e.g. using a glass as an ice scoop or using fruit that has been dropped on the floor).

Break: -10

Working Flair Break: - 20

Set Up Overtime: -5/10 seconds

Not Using or Flairing with a **sponsor's** product: - 50

Missing or Incomplete Drink: - 50

Flairing with more than 2 objects: - 50 per occurrence

Prizes

1st Place: £100

2nd Place: £75

3rd Place: £25

Results/Feedback

At the end of the competition, each competitor will receive scoresheet via email stating everyone's scores and final position.

Results from the heats and qualification rounds will be recorded on the website and the scores will be added into a league table.

Based on how many competitors there are, feedback forms may be given to selected people, or just to those who request them. These will be sent to you via email at a later date. The feedback forms are there to give you an analysis on your routine and advice on how to make it better.

Judges may be willing to speak to you about your routine and its score. But please keep in mind that it is a very long day for the judges as they watch a lot of flair over a long period time. If they do speak to you they will only give you honest and professional advice. If they do not wish to speak to you, then you must respect their wishes and leave them alone.

Queries or complaints must be sent to preparetoflair@gmail.com where the issue will be dealt with by the organiser.

Suggestions for content in future events are also more than welcome. Suggestions should also be sent to preparetoflair@gmail.com