

TERMS AND CONDITIONS FLAIR BARTENDING **COMPETITION „Bądź BARdziej Flair 2019”**

SOPOT 30.07.2019

PLEASE READ CAREFULLY THE REGULATIONS OF THE COMPETITION IN CASE OF QUESTIONS
PLEASE CONTACT US FOR E-MAIL ADDRESS: badzbardziejflair@gmail.com

1. The „Bądź BARdziej Flair 2019” competition will take place on July 30, 2019 in the "EGO" Club (Bohaterów Monte Cassino 53, 81-753 Sopot)
2. The competition is organized by „Ego” club, Oryginalnybar.pl, Flair Addict.
3. Registration of competitors will be opened on 1.06.2019 and will last until 24.06.2019. The number of places is limited.
4. Applications will be accepted via a message to the following e-mail address: badzbardziejflair@gmail.com . The subject of the declaration should be: „BĄDŹ BARDZIEJ FLAIR 2019 - REGISTRATION”
5. 200 (50€) The fee for participation in the competition is PLN . After registering on the terms described in point 3 and 4, payments must be made by payment to the organizer's account. Organizer's account number: Numer rachunku organizatora: 89 1140 2004 0000 3602 7576 5781 mBank, Oryginalny Bar - Dariusz Owczarek and in the title, enter the Name and Surname of the competitor with the note „BBF”. Payment to the account means guaranteed participation in the competition. If you do not show up at the competition, the down payment in the above amount will be forfeited.
6. The competition is open to all bartenders. Any fan of flair from both Poland and around the world can take part in it.
7. The costs of travel and accommodation are borne by the competitors.
8. Competitors must be at least 18 years of age to enter the competition.
9. The organizers reserve the right to use the names, photos and recipes of cocktails prepared by the bartenders during the competition.
10. All competitors must be at the competition site (Ego club) before 9:30.
11. After the stationary registration of participants, check-in will take place at 11:00. The start of the elimination: 12:00.
12. Planned start of the finals: 20:30.
13. Warming up will be allowed only in designated areas.
14. Players during the elimination may appear in the organizer's T-shirts, while during the final it is obligatory.
15. It is forbidden to use open fire, pyrotechnics and illusions during the competition.

16. Bottles with Wodka Amundsen (eliminations and finals) will be provided by the organizers in a limited amount.
17. Competitors can use any pourers for exhibition flair bottles. It is also allowed to hold them with tape to the bottle. Working flair bottles must have metal pourers and do not allow them to be hammered. It is forbidden to clog the pourers under the threat of disqualification.
18. All other bottles (except the sponsor's products, see list below) used on stage during the performance must be without labels. It is forbidden to stick the labels with tape or paint over the bottles. The organizers will provide stickers for the sizing of un-branded bottles in limited quantities.
19. It is not allowed to seal the sponsor's logotype logo.
20. Competitors can have their own helpers (bar-backs) on stage.
21. While working flair, you can use your own bottles, while everyone will have to perform at least one element / trick with the sponsor bottle - Amundsen. All bottles used for working flair must be filled to a minimum of 1/2 bottle.
22. Bottles for exhibition flair must have a minimum of 15ml of liquid. The participants' bottles will be checked on the stage just before the competitor starts.
23. It is not allowed to use empty bottles under the threat of disqualification.
24. The music must be delivered on a USB drive (PENDRIVE). We suggest bringing more than one copy as part of the security. If the competitor does not bring any music, the DJ may, after prior arrangement, make the music available to him from his repertoire.
25. It is forbidden to use music with vulgar or offensive text during a performance on stage.
26. Bar equipment on the bar is arbitrarily set by the competitor. Lack of any of the equipment elements declared previously by the competitor will be treated as a competitor's fault.
27. Bar helpers can be present at the stage throughout the competition (assistance in setting up the equipment, cleaning the bar, etc.)
28. The use of plastic bottles during the performance is forbidden.
29. The organizer (Elite PRO Bartenders) is not responsible for any injuries of competitors and other contestants or personal items lost during the competition.
30. The organizer provides: straws, napkins, bartender's towels, ice scoops.
31. During the elimination the competitors have 4 minutes for their performance, during which they must make one cocktail in two portions using a minimum of 20 ml of Amundsen vodka and Finest Call or Real. (list of available flavors will be given until 01/07/2019). The cocktail will be tested and evaluated by professional tasting judges. Points for the cocktail will be added to the flair note. The judges will judge the cocktail in terms of appearance, aroma, taste and originality / creativity.
32. During the final round, competitors have 6 minutes for their performance, during which they must make one cocktail in two portions using a minimum of 20 ml of Amundsen vodka and Finest Call or Real. The cocktail will be tested and evaluated by professional tasting judges. Points for the cocktail will be added to the flair note. The judges will judge the cocktail in terms of appearance, aroma, taste and originality / creativity.

33. To prepare the cocktail, you can use any ingredients and a minimum of 20 ml of Amundsen vodka. All additional ingredients for the cocktail are provided by the himself.
34. It is allowed to use your own cordials, infusions, tins, syrups and bitters.
35. After exceeding the time allowed on the stage, the music will be turned off and the activities performed will not be evaluated.
36. Points obtained during the elimination and finals they do not add up.
37. The competitor's readiness to take off must take place no later than two participants before their scheduled performance.
38. 6 best competitors, plus the best woman from the qualifying round will advance to the final round.
39. The organizers reserve the right to disqualify a contestant who threatens the safety of the audience, performs obscene gestures, conduct and does not comply with the regulations.
40. The top 6 competitors will receive financial prizes, participants of the finals gifts from sponsors. Everyone will receive commemorative diplomas, T-shirt, stickers, lunch.
41. The organizers reserve the right to change the competition rules at any time with immediate notification of competition participants.
42. Violation of any of the rules may result in the competitors being disqualified.
43. The WFA assessment system will apply.

WFA SCORING SYSTEM

TOTAL POINTS AVAILABLE - 360

Bartenders will be marked on what they do and not WHO they are.

No judge is allowed to give MAX points as it is impossible to be perfect.

FLAIR - 150 points

Diversity - 60

With the millions of combinations we can make with our body and the objects available to us when making drinks, the possibility of moves are endless. We want to see a diverse range of moves and movements. Not just different sequences, but different ideas, throws and catches. We don't want to see just snatches with all the moves being performed in front of the bartenders. Utilising a range of bumps, snatches, rolls, taps, flashes, nests, lampshades and other moves will help the competitor score high in this category. Just picking up another object will not and performing the standard "split, snatch catch" will not work.

Inventiveness - 60

This is a chance for the newer bartenders to show their skills and score high. Show us something different and inventive to score points. It is time to see some new ideas on stage. This can be with your moves, sequences or simply your style of flair. Bringing a new aspect to your routine will help you score high here. A new move is not always enough, but will help a lot, we want to see your personality and character being used throughout your entire routine. Be different from the rest and score high!

Complexity - 30

In this era of flair it is easy for someone to perform a 5 object move, but we want to see complexity throughout your routine. That means judges will be looking at the complexity of your entire. Surprise us with a different finish rather than the same snatch move. The more complex your moves and how you put the moves together, the higher you will score. Remember this is just one category of 6, so being the most complex doesn't mean you will win.

SHOW & SKILL - 150

Links/Craft - 60

More and more we are seeing bartenders trying to perform big moves and not concentrating on the DRINKS and details of their routine. We want to see you be BARTENDERS, not jugglers. We want to see your "craft" flair and skill when making drinks. We want to see your bartending skill come out here. This means using the tools correctly and efficiently whilst flaring and making your drinks. The links in a routine are just as important as the big moves you are performing. Linking moves together in a controlled way so they flow seamlessly from one to another will help you score high here.

Choreography - 60

We want to see how well put together your routine is. This means going with the music, keeping your composure when you make a mistake. Routines have got to such a point, that they are fine tuned to the final straw going in the drink. Judges want to see you working with the music, as well as using the stage and moving with your routine to make it more entertaining. A well-choreographed routine, that keeps the audience entertained will help you score high.

Crowd Interaction - 30

This is an old judging section that we are bringing back as it is time to start performing for the crowd that are coming to watch your routine. Simply shouting "Come On" when you are not flaring will not help your score. There are plenty of other ways to make the crowd feel a part of your routine and provide entertainment to the masses. You are a bartender and an entertainer. Entertain the crowd and keep the rewards. Our biggest tip, is look at the crowd and SMILE.

Cocktail (total 60 points)

Appearance 12

The chosen glassware and general visual appearance of a cocktail and garnish affect its appeal and points will be awarded accordingly.

Aroma 12

The intensity and variety of flavours of the cocktail should be appealing and entice the drinker.

Taste 24

A perfectly balanced cocktail is divine. Is the drink too sour, too sweet or is it superbly balanced? How long is the aftertaste? Can you feel all the ingredients and how the different tastes play with each other?

Originality/creativity 12

Competitors must prepare original cocktail and points should be awarded for innovative methods or/and ingredients and distinctive recipe.

Penalties

Drops

How drops are counted:

0 - 4 Drops = -2 points

5 - 8 Drops = -4 points

9+ Drops = -5 points

Q: What is a drop?

A: When the bartender loses control of an object and it falls to the ground, bar or any other surface. If the bartender also knocks objects off of their bar, this will also be counted as a drop. Items knocked over on the bar will not be counted as a drop, but may be counted as a spill if they have liquid inside them.

One drop is counted for each "item". Multiple shakers together will be counted as 1 (one) item. A bottle in a shaker, with another shaker on top, will also be counted as one item. However, if the bartender splits the items with their throw and they fall to the ground as three separate items, that will be 3 (three) drops. Items that are thrown as one item and fall to the ground and come apart will be counted as 1 (one) drop

- Napkins, straws and garnishes will not be counted if dropped.
- Muddlers, spoons, scoops and other bartending equipment will be counted if they are dropped.
- If you throw an item to a bar back and they drop it, then it will be counted as a drop.

For example: If the bartender has 10 drops in total

4 drops = -2 points each totalling: 8

5 - 8 (the next 4 drops) = -4 points each totalling: 16

9 - 10 (the next 2 drops) = -5 points each totalling: 10

Total deductions for 10 drops = -34 points

Spills

-1 point

Every spill that occurs when you are on stage will be counted, this includes:

- Pouring at the bar into glassware or shakers
- When the liquid splashes out of the glass
- During flair moves
- When flaring with liquid that is spilt
- If you pour a finished drink from a shaker, and then spin it and liquid comes out.

Two judges will always be counting spills as it is almost impossible for one person to spot every spill. An average will then be taken from the two deduction judges.

Miscellaneous

-5 points

This section is for those items missed in the drink making procedure, such as missing napkins, straws, garnish or ingredient. It is very important that your drinks come out perfect, and tasting great. This will help you score high and impress the sponsors.

This section is also for those moments when the bartender does something which is not typical bartender etiquette or unsanitary, such as scooping the ice with a glass, or putting their fingers in the drink or being rude on stage.

You will also be marked down here for going over time for your set-up and breakdown. This is also the section where you will be marked down for not presenting yourself accordingly on stage. This means, following the code of conduct, and dressing in the appropriate attire for your round. Check out the competitor code of conduct for guidelines of what not to wear.

Break

-10 points

If a bottle or glass is broken at any time during the bartender's performance it will be counted as a break. This includes if the bottle rolls off of the stage and breaks, or breaks over the station.

If the ice is trashed with glass during the performance, then the bartender's drink will not be tasted for safety reasons, unless new ice is supplied for the bartender to make the drink fresh before their time is out.

Missing Drink

-40 points

The easiest points to make during a competition is to make your drinks on time. Failure to produce the required drinks before the routine is over will result in a missing drink for each missing drink. A missing drink is a glass without any liquid inside. If you have poured one ingredient, then you will be marked down for each miscellaneous that is missing.

For example:

If the bartender's recipe is a Long Island Iced Tea

- 1/2oz vodka
- 1/2oz rum
- 1/2oz gin
- 1/2oz Triple Sec
- 2oz Sweet and Sour
- top with cola
- Method: Shake and strain
- Garnish: lemon wedge
- Straw
- Napkin

If the bartender poured 1/2 vodka into a glass with ice, he would receive -5 (minus five) points

for each other ingredient and method missing, being:

- 1/2oz rum = -5
- 1/2oz gin = -5
- 1/2oz Triple Sec = -5
- 2oz Sweet and Sour = -5
- top with cola = -5
- Method: Shake and strain = -5
- Garnish: lemon wedge = -5
- Straw = -5
- Napkin = -5

Total = -45 points

No Sponsor flair -50 points

Without sponsors, we could not organize this event, so to show them respect EVERYONE must present a bottle of sponsor and perform at least one element / trick with its use. Failure to complete the item with the sponsor's bottle during the routine results in receiving - 50 points.

CASH AND MATERIAL PRIZES:

1 place	2000zł + trophy
2 place	1000zł + trophy
3 place	700zł + trophy
4 place.....	500zł
5 place.....	200zł
6 place.....	200zł

Best Female..... trophy + prizes

Best Cocktail.....trophy + prizes

List of sponsors and partners Bądź BARdziej Flair 2019

Stock Polska

Redbull

Camel

Finest Call & Real

WFA

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