

DREAMS FLAIR COMPETITION RULES

Please read all the rules very carefully

The Dream flair Competition is organized by reply sports bar. Following rules and regulations to make the competition bigger, better and to create a better Platform for Indian Bartenders.

ALL COMPETITORS MUST USE THE FOLLOWING JUDGING SYSTEM FOR EACH OF THE QUALIFYING COMPETITIONS. NO OTHER ROUNDS OR ASPECT OF JUDGING OR RULES ARE TO BE USED IN THE COMPETITIONS.

1. You must be 18 years or older to compete in the competition.
2. Only qualified or invited competitors can compete in the competition
3. The bartenders should carry their own bottles for flair (but not practice Bottles), Basic bottles will be provided for you to use
4. Any bottles you wish to use must have all the labels removed. You will be provided with FOL stickers to put on your bottles. You will not be allowed to tape up the whole bottle.
5. **Fire flair or pyrotechnics are NOT to be used during your routines.**
6. For the exhibition flair bottles you may use any pour spout that you wish, and you are allowed to tap in the pour spout if you prefer. For the working flair bottles it is imperative for you to use metal pour spouts, which are not allowed to be tapped in.
7. Taping up your pour spouts is allowed, but do not tape over sized. Please be sensible if you do use multi colour tape.
8. Competitors may use their own bar backs if they wish to do so.
9. The working flair bottles will be thoroughly checked before competition starts.
10. A minimum of 1/2oz of liquid must be in the exhibition flair bottles. Your bottles will be checked on stage just before every round.
11. Empty bottle flair is not permitted. Anyone using dry bottles will be penalized. *See below "Deductions" for more details!*
12. **All music must be in CD format or in a pen drive.** Do not bring two CD's or more to be mixed by the DJ. There is always a chance that the DJ will get it wrong and that could ruin your routine. It is recommended that you bring more than one copy with you and check that it works to avoid disappointment. If for some reason you do not have music to use for your routine you may speak to the DJ to see what he has available.

13. Competitors may set up the bar however they want. Anything that is missing will be the competitor's fault, so double check everything!
14. Bar backs will be around all the time to help out. They will also help clean the bar after every competitor and get you anything you may need.
15. No plastic bottles are allowed during your performance
16. **Neither Flairology nor the Replay sports bar is responsible for any injuries or loss of personal property during the Event.**
17. No nudity or obscene lyrics in your music are to be used during your routine.
18. We will provide you with store and pours, ice scoop, fruit, juices, straws, beverage napkins and towels. However, if you want to use your own equipment that is fine, as long as there are Ethical. We will have some pour spouts (Pourers) there for you to use but we suggest that you bring your own to avoid disappointment.
19. All pour spouts (Pourers) must be free-flowing and non-restricted in any way.
20. **The rules for the qualifying round and the final round will be the same.**
Timing: Each qualifying round will be 7 minutes long. Two drinks must be prepared during your routine: (See cocktail list for ingredients)
21. Competitors must be backstage and ready to go on at least 3 people before they are supposed to go on.
22. Competitors will be given approximately 5 minutes to set up the bar in between rounds.
23. Violation of any of the rules can result in disqualification.
24. All Competitors must be present on the given time of registration; else he/she will not be allowed to participate.
25. If you have any further questions please don't hesitate to email Flairology Bar School & Events at
info@flairology.in
louis@flairology.in

Cocktail List

☒ Working flair drink

- **Cocktail or drink will be informed 15 days in advance.**

Method: The bartender can choose any method they want to make the drink, so if they want to Built-up/muddle/shake the Drink, they can do so, or if they want to shake and strain into a martini glass that is ok too Glass: high ball Garnish: lemon weigh

- **Exhibition Flair Drink**
- **Innovative Cocktail**
- **Cocktail or drink will be informed 15 days in advance.**

1 Mystery Liqueur of your choice (ALL labels must be removed, and not just covered up with tape. No syrup's allowed) – You do not have to put this in your cocktail if do not wish to do so. This is purely to give competitors that chance to flair with bottle they are comfortable with.

- 1 Balance
- 2 Juices

Method: The bartender can choose any method they want to make the drink

Glass: Any Glass.

Garnish: Competitors choice (there must be a garnish of some kind though) Both drinks must have a beverage napkin, garnish, straw (unless in a martini glass), full with ice (again unless in a martini glass, in which case the glass must be chilled) and, there must be no under pours or over pours.

Scoring system(400 POINTS TOTAL)

There are three sections to the scoring system comprising of sub-sections, these are as follows;

Flair

(200 points – 50 points per sub section)

- **Variety** – To score well in this section we want to see competitor's flair everything they touch. If you pick up your juice and just pour with for example we will see that as a missed opportunity to flair. We will also be looking for a wide variety of moves. A flash (when all objects are in the air at the same time), Grabs, pours, bumps, taps, rolls, stalls etc.
- **Creativity** - To score highly we want to see your own style, moves and creations throughout your routine. This is not just about the moves, it also takes into consideration the presentation of your routine, your music and how well or creative you are when you perform!
- **Difficulty** - Just because you flair more objects at the same time, it doesn't necessarily mean that you are more difficult. A bump, tap and roll combination with a bottle and tin can be more difficult than some 3 or 4 bottle flips. Judges will be looking for various moves and skilful sequences. Linking together a lot of bumps/rolls/taps/reverse catches for example can help you score points.
- **Smoothness** - Did you have a set routine, or where you just making it up as you go along. If you drop did you recover well or did you let it affect your performance. We want to see a routine, which is well balanced. We also want to see a smooth flairing style. We don't want to see you stopping to adjust grabs, or not putting your moves together well.

Entertainment

(100 points – 25 points per sub section)

- **Balance** – Is your routine weighted correctly? The judges will be looking for a well thought out performance and not something that has not been planned. We want to see the routine build into a great finish.
- **Showmanship** - Flair is all about entertaining people. You are putting on a show for the people that are in the venue, so we want to see you interact with them. This doesn't mean that you must wear a costume, just try and think what you want to see from a performance. One tip: A smile can make a big difference.
- **Music Interaction** - Very straightforward! How well are you flairing in time with your music? The judges will be looking to see if you stop when the music stops/breaks, or do you flair with the beat of the tune. Are you interacting with

the words of the song, or are you literally dancing with the music while you are flairing? Your routine should be choreographed from beginning to end. •

Composure – Are you calm and relaxed on stage? Do you land all moves with confidence; do you recover well from any drops or mistakes? To score well here you must possess these abilities.

(100 points - COCKTAIL)

- **COCKTAIL 1- 50 POINT**
- **COCKTAIL 2- 50POINT**

Deductions

- **Drop (3 points)** - A drop is when the object you are flairing with is out of your control and falls to the floor or onto the bar. We will not count drops with a beverage napkins, straw, garnish or ice. Also if you are flairing 3 bottles for example and you drop two of them, then that will be counted as two drops. If you drop a bottle and it spills you will only be penalized for the drop, you will not be deducted for the spill as well. If you knock the bar and two tins fall off of the station you will be counted for two drops here as it is the fault of the bartender. If you are flairing 3 tins and one bottle and you drop all 3 tins which are all together and inside each other then this is only 1 drop, but if they are separated and you drop them then it is 3 drops.
- **Spill (2 points)** - We will have two judges counting spills and then we will take the average from their results. A spill will be down to the judges' discretion.
- **Break (10 points)** - Whenever a glass object is smashed, either in mid air or on the floor.
- **Misc (5 points)** - Missing ingredient, wrong ingredient or wrong procedure. We will be looking for beverage napkins, straw, garnish, plenty of ice, whether you used the correct procedure when making the required drinks and finally if you put in the required ingredients for the cocktail.
- **Missing Drink (40 points)** - Quite simply, if you don't have the two drinks on the bar by the end of your routine, then it is considered as missing. If you have a glass on the bar top with ice but with no alcohol or mixer etc then that is a missing drink. If a drink is considered as missing you will not get deducted for the missing ingredients as well