

FLAIRSUPPLY

INTERNATIONAL FLAIR COMPETITION 2019

Official rules and information

Organizer	FlairVenture Entertainment Ltd.
Competition type	International Flair Competition
Date	April 11, 2019 (Thursday)
Max. no. of competitors	60
Registration fee	70 EUR (payable on registration on www.flaircomp.com)

Contact information

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The registration fee includes the following

- Official Flairsupply t-shirt
- Flairsupply bartender goodie bag, provided by The Bars Italian manufacturing
- Free refreshments during the competition
- Meet & Greet dinner on April 10
- Free lunch during the day
- Buffet dinner before the Grand Final
- Drink coupons for the official after party

Venue

Vinile Roma

Address: Via Giuseppe Libetta, 19, Rome 00154, Italy

Technical judges

Christian Delpech

Multiple World Champion and international flair judge

Nicolas-Saint Jean

Multiple World Champion and international flair judge

Timppa Nyssönen

Certified international flair judge, flair competition organiser

Adam Branczyk

Certified international flair judge, flair competition organiser, owner of Just Flair TV

Tasting judges (three) to be announced

Schedule

Arrival, check-in	08:00 - 09:00
Briefing, stage check	09:00 - 10:00
Competitors 1-15	10:00 - 12:00
Lunch break for judges *	12:00 - 12:30
Competitors 16-30	12:30 - 14:30
Coffee break 1	14:30-14:40
Competitors 31-45	14:40 - 16:40
Coffee break 2	16:40 - 16:50
Competitors 46-60	16.50 - 18:50
Judges meeting	18:50 - 19:00
Qualification round results	19:00 - 19:15
Break	19:15 - 20:30
Buffet dinner	20:30 - 21:30
Beer opening contest	21:30 - 22:00
Final	22:00 - 24:00
Judges' meeting	24:00 - 00:15
Final results, award ceremony	00:15 - 00:40
After party	00:40 - 04:00

*Lunch is served for competitors between 12:00-14:00.

Competition information and schedule

Flairsupply has a **four (4) minute** Qualification Round and a **six (6) minute** Final Round. The best **eight (8) competitors** proceed to the final, along with **the three (3) best Female** competitors.

Before starting the final round, the best Italian outside of the top 8 will be invited to doing the four (4) minute Qualification Round routine in front of the home audience.

The **running order** will be published on April 5th along with the exact stage times. We kindly ask competitors to respect their time slots, as we have a tight schedule.

Flairsupply 2019 will use its own scoring system provided by Flaircomp.com.

The competition will be broadcast live through the official competition website: <https://www.flaircomp.com/flairsupply>

Entrance fee

During the day the entrance is free. That goes also for the night. The only exception to this will be from 6pm to 9pm, where the venue offers an "Aperitivo session" - a selection of food and drinks at a favourable price.

Prizes

MAIN PRIZES	
1 st Place	5,000 € and trophy
2 nd Place	2,800 € and trophy
3 rd Place	1,200 € and trophy
4 th Place	800 € and trophy
5 th Place	600 € and trophy
6 th Place	500 € and trophy
7 th place	400 € and trophy
8 th Place	300 € and trophy
FEMALE PRIZES	
1 st Place	2,000 € and trophy
2 nd Place	1,000 € and trophy
3 rd Place	500 € and trophy
4 th Place	400 € and trophy
5 th Place	300 € and trophy
6 th Place	200 € and trophy
7 th place	100 € and trophy
8 th Place	100 € and trophy
SPECIAL PRIZES	
Best Cocktail	800 EUR
Best Italian	500 EUR
Audience Favourite	500 EUR
IOVEM Thunder Pour	Special prize

Explanation for the special prizes

Best Cocktail

The Best Cocktail prize will go to the competitor who scores the highest cocktail rating during **QUALIFICATION ROUND**. All competitors and not only finalists have the chance to win this prize.

Best Italian

Goes to the Italian competitor who gets the highest total score during the **QUALIFICATION ROUND**. If more than one Italian competitor makes it to the final, the prize will go to the competitor who achieves the highest total score during the **FINAL ROUND**. This prize can be won by bartenders who live, work permanently in Italy and represent Italy.

Audience Favourite

The Audience Favourite award goes to the competitor who gets the most votes from the audience during the day of the competition (between the start of Qualification Round till the end of Final Round). Both members of the audience and all livestream viewers can make one (and only one) vote using a website which is made available on the day of the competition.

IOVEM "Thunder Pour"

Goes to the competitor, who does the most attractive and technical pour during the **FINAL ROUND** from the IOVEM bottle while making a IOVEM & Tonic. The measure of IOVEM should be 4,5cl (1½ oz.).

Rules

Punctuality

- Competitors are required to register for the competition on April 11th at the registration desk in the venue, VINILE ROMA.
- Competitors are required to attend the **briefing**, which is going to be at **April 11th at 09:00** at the venue.
- Competitors must be on time for the registration, briefing and prize ceremony. Any late arrivals will be penalised.

Sponsors

- Mixer
- Martini
- Red Bull
- Schweppes
- Goose Island beer

Stage

- Competitors are not allowed to wear logos representing any companies conflicting with sponsors of the event.
- Competition t-shirts will be provided for each competitor. Competitors who must wear these while performing and appearing on stage, including during the prize ceremony.
- **No sweat pants please!** Your performance will be broadcast to hundreds of thousands of people, and your appearance will affect your stage presence. Same goes for flip flops and shorts.
- **Only two bar backs** are allowed on stage at any time for each competitor **without exception**. No one else will be allowed on stage during the competition. Bar backs have to wear the official competition t-shirt on stage as well. We try to create a professional look on the stage, please help us out.
- Any acts that display a lack of integrity, poor taste or disrespect for the competition, sponsors or the venue are subject to disqualification.
- If during the first 15 seconds of a routine a competitor's music fails, skips or stops working, he or she will be able to stop and start the routine over. If the interruption happens after 15 seconds, the DJ will attempt to continue playing the soundtrack or switch to something different.
- We kindly ask everybody to respect your fellow competitors, judges and the organizers. Make sure you to turn up where and when you are needed.

Preparations, set up

- Time for setting up the bar on stage in the qualifying and final round is maximum three (3) minutes for each participant. This will be timed, and a penalty of "miscellaneous" (-3 points) will be given for each additional 10 seconds setup time.
- Time for breaking down your bar will be two (2) minutes. This will be timed, and penalty of "miscellaneous" (-3 points) will be given for each additional 10 seconds breakdown time.
- All bottles used for the working flair must be set in at least half full. Bottles will be checked by the judges.
- All bottles used in the exhibition flair must be set in at least 1,5cl (1/2 oz) of liquid. Bottles will be checked by the judges.
- No exhibition flair is allowed with syrups.

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- Competitors are free to use any bottles they wish, as long as they have their labels off and stickered. All bottles are the responsibility of the competitors. Only official Flairsupply stickers supplied on the day of the competition are allowed on the bottles.
- Only insulation/electrical tape can be used on bottles.
- Only four (4) strips of tape will be allowed on bottles.
- No empty bottles can be included in the competition bar setup.
- A metal pour spout is required on the working flair bottles. Tapping (ie. hitting in the pour spout to make it shorter) in pour spouts is not allowed.
- Any free-flowing pour spout can be used on all exhibition flair bottles. Pour spouts can be taped in place (using electrical tape only), if they are not restricting the flow of liquid.
- All ingredients for the cocktails (including garnishes) must be provided by the competitors themselves. Exceptions are sponsor products which will be provided on a detailed list.
- No bartending tools will be provided; competitors are required to bring their own bartending equipment.
- Bartenders can set up the bar any way they choose. It is allowed to put objects on the bar top.

Own recipe creation

- In both the qualification and finals round, each bartender must make one (1) serving of their own creation, which is going to be tasted.
- The recipe must remain the same in both qualification and final rounds.
- The cocktail is to be prepared on stage during the performance.
- The recipe has to contain minimum one (1) **Mixer Premix** or **Mixology** line flavour, with at least 1,5cl (1/2 oz).
- **No homemade syrups or purees** are allowed for the competition.
- Garnishes must be edible and readily available in most bars.
- The use of side garnishes is allowed.
- Recipes must be expressed in millilitres or centilitres.
- It is allowed to use any method (build, stir, blend, shake, and muddle etc.) for cocktail preparation.
- Pre-mixed ingredients are strictly not allowed. **The drink must be made on stage from the ingredients indicated in the recipe.** Judges will check all competitors and their bottles on stage.
- All ingredients and garnishes, except products on the sponsor list, are the sole responsibility of the participants, along with the glassware.
- All preparation must be done in the practice area, and there is no time limit.
- The maximum score for the cocktail is 50 points and it is divided in three (3) subcategories as explained in the scoring categories.
- Three (3) professional tasting judges will be present to give marks for the drink creations on stage. The tasting judges are chosen for their professional experience with international mixology events. Each tasting judge will give an individual score, and the final score given to the performer will be an average of the three scores. The tasting panel will be open; judges will see the bartenders performing.
- For the alcoholic ingredients, bartenders are allowed to use as many glass bottles as needed, and in any design or shape or the his or her own choosing. The glass bottles do not have to contain the alcohol that it was originally intended for (for example, it is allowed to put gin in a rum bottle). **All labels must be taken off and replaced with official competition stickers.** Any metal ring around the neck can stay on or be removed, at the performer's discretion. All glass bottles used for flairing must have stickers.
- Juices can be stored in any container that is used for everyday work behind the bar without any branded labels on it. In case glass bottles are used, these need to be fitted with a metal pour spout.

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- Organisers will provide both crushed and cubed ice.
- Drink recipes must be submitted online via email sent no later than April 5. Recipes submitted before April 5 can be edited until the deadline.

Qualification Round

Time: 4 minutes

Number of drinks: 2

- Martini Fiero & Tonic
- Own creation cocktail

Competitors can use Working and Exhibition flair techniques for both drinks.

Martini Fiero & Tonic

- Martini Fiero: 40ml (1¼ oz.)
- Schweppes Premium Mixes Tonic: top

- Glass: High ball
- Garnish: Orange wedge
- Napkin: Yes
- Straw: No

- Drink-making technique: build on the rocks. Put ice into the glass, pour Martini Fiero, fill up with Schweppes Premium Mixes Tonic. Add garnish and serve it to the napkin. Competitors can pre-open the Tonic.

Schweppes perfect serve: The Schweppes bottle should be next to the glass, on the same or on a separate napkin, with the label facing outwards.

The Martini Fiero bottle has to be on the bartop at the end of the routine, with the label facing outwards.

Own creation

- Mixer Premix or Mixology line syrup: minimum one flavour, minimum 1,5cl (1/2 oz)
- Category: fancy
- Napkin: if the drink is not served in a special tray or similar, it must be served on a napkin.
- Sponsor products can be used: Schweppes, Red Bull, Martini (see detailed product list)

What should be on the bar top at the end of the routine:

- Set drink with Schweppes perfect serve
- Drink of bartender's own creation
- One Martini Fiero bottle with label facing outwards
- One Mixer syrup with label facing outwards

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Final

The best **eight (8) competitors** proceed to the final, along with **the three best female** competitors. All participants in the final will do six (6) minute routines.

If there are female competitors among the Top 8, more female competitors will be offered a spot in the Final Round to keep the total number of competitors at 11. For example, if there is one female competitor in Top 8, the four best Female competitors will take part in the Final Round.

If there is one or more Italian competitors in the Top 8, this highest scoring of these performers will win the Best Italian prize.

Before starting the final round, the best Italian outside of the Top 8 will be invited to doing the four (4) minute Qualification Round routine in front of the home audience.

Time: 6 minutes

Number of drinks: 2

- IOVEM & Tonic
- Own creation cocktail

IOVEM & Tonic

- IOVEM: 4,5cl (1 ½ oz.)
- Schweppes Tonic: top

- Glass: High ball
- Garnish: Lightning shaped lemon peel
- Napkin: Yes
- Straw: No

- Drink-making technique: build on the rocks. Put ice into the glass, pour IOVEM with a special and original pour, fill up with Schweppes Tonic. Add garnish and serve it to the napkin. Competitors can pre-open the Tonic.

Own creation

The same drink recipe as used at the Qualification Round has to be followed.

Competitors can use Working and Exhibition flair techniques for both drinks.

What should be on the bar top at the end of the routine:

- Drink of bartender's own creation
- One Mixer syrup with label facing outwards

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Music

The competitor must provide the soundtrack for his or her routine on **one cd or pen drive, clearly labelled with the name of the competitor**. Music cannot be played from phones or other devices.

Other

- Rules and guidelines are subject to change at the discretion of the competition organisers.
- The official language of communication is English, and any changes and updates will be sent to the email addresses provided by the competitors during registration. Competitors are asked to check their emails regularly in order to be informed about any last-minute updates.

Flairsupply 2019 - Scoring System provided by Flaircomp.com

Flair and Entertainment Scores: 300

Originality: 0-60

This is what flair bartending is all about. Showcase your original moves, ideas and shows whilst making amazing drinks. Show us how you move, and what's your interpretation of flair.

Difficulty: 0-60

We are looking for big (but also clean) moves here. Show everything you've got in terms of stage-ready combinations, sequences that work in front of an audience. Be smart, but don't play it safe.

The following categories are intended to push you competitors in the direction of doing audience-friendly routines, to prepare for doing high-end events, where you're the stars of the show, and you'll get to use your talent to entertain. In the end, this will allow you to make a good income that will give you the freedom to practice even more.

Smoothness, Execution: 0- 50

Bring a routine where you're in control. Go for clean moves with proper flow and timing. Again, be stage-ready, don't bring moves that you're not confident with. Both the audience and the judges will pick up on that.

Music interaction, choreography: 0-50

Music can be an important factor in your performance. You can set the right atmosphere with the right tune and build support from the audience, so make sure you play this card well.

Moreover, pay attention to use the music you chose. Work with it, let your moves be guided by the rhythm, picture it as a dance routine. It's as simple as this: Fast music, fast flair. Slow music, slow flair. Make sure your moves take you towards the final goal, which is creating a great drink. Use your tools with purpose: For example, doing a 4 tin 2 bottle move, and then just using one bottle for a simple pour makes the whole sequence kind of pointless.

Showmanship, entertainment: 0-50

We are here to entertain, so let the world see your personality! You have to be able to reach the crowd from behind your bar, so make sure you find time to engage with them. You don't have to talk (though you're welcome to do so) but let them know that you are here for them. Be creative, use props and show elements (fire is not allowed, though) to sell yourself and your performance!

Bartending skills: 0-30

At the end of the day, we are making drinks. You're performing with the biggest names in the world, and that means you have to focus on even the smallest parts of the drink experience. Make sure you master the professional bartending moves, like pours (from bottles, shakers, store'n pours), shaking, stirring, using ice, etc. just like you would in a luxury bar or at a VIP event.

A flashy spoon spin won't do you any good if you spill the drink all over the bar top. So first and foremost, be a bartender.

Cocktail Score: 0-50

Appearance/Presentation - 20

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

Aroma - 10

The intensity and variety of flavours of the cocktail should be appealing and entice the person enjoying the drink.

Taste - 20

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 well do the different tastes play with each other?

Deduction points

As in real life, making mistakes comes with a price. But the good news is, that you're the one in control. Using clean and stage-ready moves is your way to avoid spills and drops and to win over the crowds.

We're bartenders, and drink-making is the highest priority, so missing a drink is just not an option. Show respect to the companies who support flair competitions and focus on the sponsor requirements.

Spill: -1

Drop: -2

Break: -10

Miscellaneous: -3

Missing drink: -40

Sponsor: -40

That's all folks! Wishing you a successful preparation and productive practice sessions. Be smart, prepare your routine based on the rules.

See you on stage, in Rome!

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Sponsor products - List

Mixer - Concentrated Fruit Purees

Red Fruits

Strawberry
Raspberry
Cranberry
Forest Fruits
Cherry
Blueberry
Blackberry

Summer Fruits

Peach
Watermelon
Melon

Italian

Kiwi
Green Apple
Mandarin
Bergamot
Bold Orange

Tropical

Tropical
Papaya
Lime
Mango
Coconut
Banana
Maracuja
Passion Fruit
Pineapple

Oriental

Lychee
Dragon Fusion
Yuzu

New

Apricot
Guava
Williams Pear



Mixer - Mixology syrups

Hierba Buena
Peppermint
Raspberry
Pink Grapefruit
Pomegranate
Strawberry
Blue Curacao
Ginger
Hot Spicy
Cucumber
Lemongrass
Matcha Green Tea
Almond
Elderflower
Rum Spiced
Elderflower & Elderberry



More information: <http://www.mixersrl.it>

Martini products - optional products to use for the own creation cocktail

- Martini Fiero
- Bacardi Superior
- Bombay Sapphire

Schweppes products - optional products to use for the own creation cocktail

- Schweppes Premium Mixer Tonic
- Schweppes Premium Mixer Hibiscus
- Schweppes Premium Mixer Red Pepper
- Schweppes Ginger Ale
- Schweppes Bitter Lemon
- Schweppes Ginger Beer
- Schweppes Soda
- Schweppes Orange

Red Bull