

Superflair 2011 Competition Rules

Introduction

The Superflair competition will be hosted by The Dugout Sports Bar & Grill from Sunday, May 22nd to Tuesday, May 24th at various locations in Windsor, Ontario, Canada. Each competing bartender will perform at least one flair round featuring both working flair and exhibition flair skills. Superflair will be part of both the 2011 FBA Pro Tour and the 2011 FBA Advanced Tour. All information for this event is available online at www.superflair.ca.

General Rules & Information

- Any violation of these rules may result in disqualification from the competition.
- Any acts that display low integrity, poor taste or disrespect for the competition, sponsors or the host facility are subject to disqualification from the competition.
- All competitors must register online at www.superflair.ca. If there are any questions or problems while registering, please email info@superflair.ca.
- Once competitors have registered and paid their entry fees, they will receive the discount group rate code for the Radisson Riverfront Windsor, 333 Riverside Drive West, Windsor, ON N9A 5K4. The discounted rate is \$79.99 per night plus taxes.
- This event will have two (2) skill divisions, Pro and Advanced.
- All competing bartenders must be at least nineteen (19) years of age.
- All competitors must attend the registration meeting on Sunday, May 22nd at 8pm at The Dugout Sports Bar & Grill, 100-300 Ouellette Avenue, Windsor, ON.
- The Superflair Showdown will be held Sunday night after the registration meeting at The Loft Nightclub, 20 Chatham Street East, Windsor, ON www.loftwindsor.com
- The qualifying rounds will be held on Monday, May 23rd with the Advanced Division starting at 12pm and the Pro Division at 4pm, both at The Boom Boom Room, 315 Ouellette Avenue, Windsor, ON www.boomboomroom.ca
- The VIP dinner will be held on Monday, May 23rd starting at 7pm at The Dugout.
- The Advanced finals will be held after the VIP dinner at 10pm also at The Dugout. The winner of the Advanced Division will kick off the Pro finals on Tuesday night.
- The Pro finals will be held on Tuesday, May 24th at 9pm at The Boom Boom Room.
- Competing bartenders will not be allowed to wear logos of any companies conflicting with the sponsors of the event.
- Music must be provided in CD Audio format (not MP3) and in its own case, properly labeled with your name and track number. It is highly recommended that you bring more than one copy of your music with you in case it is damaged or unreadable. Event staff are not responsible for damaged or unreadable music.
- Competition sponsors include Captain Morgan Rum, Ketel One Vodka, Red Bull, Coors Light, The Dugout Sports Bar & Grill, Hogan Printing and Flairco.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- One Ketel One Vodka bottle must be set to no less than a quarter full for the working flair drink. All other bottles can be set at no less than ½ oz.
- All bottles used must have their original sponsor brand labels intact. No competing brands may be used. No empty bottles can be included in the competition bar set up.
- A Spill Stop #285-50 metal pour spout is required on the quarter full Ketel One Vodka working flair bottle. Any free flowing pour spout can be used on all other bottles. Pour spouts can have one strip of tape around them to keep them in place.
- Competitors can use any clear, un-tinted glass bottles for juices. These bottles must have all branding removed. Each competitor choice bottle can have no more than three (3) strips of tape, 1" (2cm) wide, and up to two (2) FBA / Pro Tour Stickers
- Bartenders can set up the competition bar any way they choose, but it is highly recommended that nothing starts on the upper bar surface to help with visibility for both the audience and the judges.
- No fire tricks of any kind will be allowed.

Pro Division

- The Pro Division at Superflair will be a Level 5 event on the 2011 FBA Pro Tour.
- There will be a maximum of twenty-five (25) competitors in the Pro Division.
- The entry fee for the Pro Division will be \$200.00 CAD (early registration till April 25th) or \$250.00 CAD (after April 25th).
- The entry fee includes a competition gift bag, entry into the Superflair Showdown competition on Sunday night at The Loft, a VIP dinner on Monday night at The Dugout, and admission to the finals at The Boom Boom Room on Tuesday night.
- The Superflair Showdown will be held at The Loft Nightclub on Sunday night after the registration meeting at The Dugout. There is no entry fee to the Superflair Showdown it is open to any interested Pro Division competitors. This is an additional event to Superflair that features a winner-take-all \$500.00 CAD cash prize. Each competitor will perform two (2) minutes of flair with either sponsor products or Flairco bottles. The crowd decides the winner once all competitors have performed.
- For Superflair, each Pro Division competitor will have four (4) minutes of show time in the qualifying round and five (5) minutes of show time in the final round.
- The qualifying round for the Pro Division will be on Monday, May 23rd at The Boom Boom Room, 315 Ouellette Avenue, Windsor, ON, starting at approximately 4pm.
- The final round for the Pro Division will be on Tuesday, May 24th, starting at 9:00, also at The Boom Boom Room.
- The prizes for the Pro Division will be \$3000.00 CAD for 1st, \$2000.00 CAD for 2nd, \$1000.00 CAD for 3rd, \$1000.00 CAD for 4th, \$750.00 CAD for 5th, \$750.00 CAD for 6th place, \$500.00 CAD for 7th place and \$500.00 for 8th place. All finalists will receive a trophy or plaque.

Advanced Division

- The Advanced Division at Superflair will be part of the 2011 FBA Advanced Tour.
- There will be a maximum of twenty-five (25) competitors in the Advanced Division
- The entry fee for the Advanced Division will be \$150.00 CAD (early registration till April 25th) or \$200.00 CAD (after April 25th).
- This entry fee includes a competition gift bag, access to the Superflair Showdown party on Sunday night at The Loft Nightclub, a VIP dinner on Monday night at The Dugout, as well as access to the finals on Tuesday night at The Boom Boom Room.
- Each Advanced Division competitor will have four (4) minutes of show time in both qualifying and finals.
- The Advanced Division qualifying round will on Monday, May 23rd, at The Boom Boom Room, starting at 12pm. The top five (5) competitors from qualifying will move on to the finals, to be held Monday night after the VIP dinner at The Dugout at approximately 10pm.
- The winner of the Advanced Division will perform as the opening show before the Pro Division finals on Tuesday night at The Boom Boom Room.
- The prizes for the Advanced Division will be \$500.00 CAD for 1st, \$400.00 CAD for 2nd, \$300.00 CAD for 3rd, \$200.00 CAD for 4th and \$100.00 for 5th place. The top three (3) competitors will receive plaques.

Scoring – Total of 500 Points Available

Overall Entertainment – 100 Points

In this category, the competitor should not be just flipping bottles, but entertaining both the crowd and the judges. They should be able to break down the imaginary wall between competitor and crowd. A competitor's choreography or physical style may play a part in this category. The competitor's routine should flow with the music and not be just flipping bottles with no concern for the music. The energy of their routine will play a large roll in their score in this category.

Difficulty – 100 Points

This category is scored on the degree of difficulty that the competitor's routine contains as a whole. Only moves that are successful will be taken into account when determining the competitor's difficulty score. If a competitor attempts a trick and does not hit it, and does not go back and attempt it again, the trick will not count towards the competitor's difficulty score. Difficulty can come in several forms. It could be the level of difficulty in one individual move. It could be the combination of a series of moves put together, or it could even be the way a competitor hits their moves to the music or the beats.

Originality – 100 Points

This category is scored on the amount of original content in the competitor's routine. Competitors will earn points for original flair moves, styles and sequences. Judges do not want to see moves, sequences or entire routines that they have already seen. Competitors who have signature moves will be rewarded in this category. However, competitors are encouraged to create and add new content to their routine to score as well as possible.

Smoothness – 50 Points

This category is scored on the flow in which the competitor executes their moves. To score well in this category the routine should be smooth and not choppy. The competitor should transition their moves very well. Moves should blend together and not have breaks for re-adjustments in between. The competitor should maintain smoothness throughout the different sequences they perform. If a competitor has many drops that interrupt their routine, they will lose points in smoothness. There are different types of smoothness, very dependent on each particular competitor's style.

Variety – 50 Points

This category is scored on the variety of different moves the competitor performs and variety of combinations of objects they perform with. The more aspects of flair they display the higher they will score. If the competitor is repetitive with their moves they will score lower here. If a competitor performs their routine with the same combination of objects, they will score lower. (example: If the competitor were to do their whole routine with two-bottle tricks, even though they might not repeat moves, they would score lower here than someone who does bottle/tin, two-bottle, two-tin/one-bottle & three-bottle tricks, as long as the latter competitor, also does not repeat moves).

Technical Execution – 50 Points

This category is scored on the control with which the competitor has over their entire routine. This includes manipulation or use of bottles, tins, tools and / or any tricks that they attempt. The competitor should be able to hit the moves they attempt. The competitor should be in control of the objects they flair with throughout the entire routine. They should be able to hit pauses and stalls when intended in their choreography.

Showmanship – 50 Points

This category is scored on the competitor's demeanor behind the competition bar. Does the competitor seem confident and sure of themselves throughout their routine, or are they nervous and unsure? Is the competitor in command of their performance? How does the competitor handle any mistakes or miscues in their routine? Do they seem flustered by mistakes or do they seem to be able to move past them and keep the flow to their routine?

Penalties and Deductions

One (1) Point per Occurrence

- Spills of liquor, mixer or beer that exits the bottle or container and does not make it into the drink. Spills may occur during pouring or flipping. Only obvious spills will be penalized.
- Drops of any bottle, shaker tin, glassware, or bar tool that leaves your control while attempting a move and hits any surface. Competitors will be penalized one drop for every object they lose control of and do not catch.
- Indirect Breakage of any glass object that happens as a result of no direct action from the competitor. For example, if a bottle is dropped and bounces several times before breaking, this will be considered an indirect break.
- Unintentional Empty Bottle Flair, per occurrence.

Five (5) Points per Occurrence

- Direct Breakage of any glass object that happens as a result of a direct action from the competitor. Competitors will receive one penalty for each object that breaks. If you attempt a trick with three bottles and two of them break, you will receive two separate penalties.
- Unsanitary or improper procedure that would cause concern from a guest, co-worker, manager, or health inspector. An example of this would be scooping ice with a glass or any object other than an ice scoop, ice tongs, or mixing tin.
- Intentional Empty Bottle Flair, per occurrence.

Twenty-Five (25) Points per Occurrence

- Missing, unservable or incomplete drink that is not appropriate to be served. This will be determined by the judges. An example of an unservable or incomplete drink would be a drink that is only half full.
- Not including required sponsor brands in either the working flair or specialty drink.

Drink Recipes

1. Coors Light Beer

Open a bottle of Coors Light beer and place it on the bar top (preferably label out)

2. Ketel One & Red Bull

Ketel One Vodka (quarter full bottle)

Fill with Red Bull

Build in a 14oz Gibraltar glass filled with ice

Tall straw and lime wedge garnish

3. Captain's Specialty Drink

The specialty drink must include Captain Morgan Rum. No competing liquors, energy drinks or beers will be allowed as ingredients. All extra ingredients, juices, garnishes, glassware or tools are the responsibility of the competitor. All bottles used must be product specific.

Competition Tools

Flairco Portable Bar – competitors can set up the bar any way they choose, but the upper bar surface must not have any tools on it at the start of each round.

Bottles – some 750mL sponsor bottles will be supplied, but competitors are encouraged to provide as many of their own bottles as possible

Glassware – 14oz Gibraltar glasses

Pour Spouts – Spill Stop #285-50 (working flair) and any free flowing plastic spouts (exhibition flair)

Juices can be in Store N Pours, Piazza Speed Pourers, Finest Call bottles or clear, un-tinted, unbranded bottles of the competitor's choice bottles. The competitor choice bottles can have no more than three (3) strips of tape and / or two (2) sponsor stickers per bottle.