

**REFLEX**  
*Arcadian*

**Flair** Inc.  
Mobile Flair Bar Events



# Central **Flair** Series

## Birmingham 2016



# The Central Flair Series

Rules 2016 v0.2 (Prepared February 2016)

For any clarification please email [David@BartenderHQ.com](mailto:David@BartenderHQ.com) or contact us via Facebook

## Overview

### During a 5 minute routine:

- Make one working flair drink
- Make one exhibition flair drink
- Pour a 1oz (30ml) and a 2oz (60ml) into the supplied tins

**The Central Flair Series (CFS)** is designed to be as easy and convenient for bartenders to enter as possible. In order to create the most entertaining and smooth running competition possible for the crowd, the bar will be fully set ready for you before you take to the stage. Each bottle will be prepped with the same amount of liquid for each bartender.

As a result, you won't need to supply your own bottles, pour spouts or basic tools, making it far easier for bartenders to attend, not needing to travel to the venue carrying anything but your practice bottles, tins and any other specialist items you need.

## The Bar Setup

The CFS will be using a **portable flair bar** for the performances, the industry standard in flair competitions. The competition bar backs will make sure each bottle is clean, prepped to the correct level and topped with a TD105-30 pour spout in good condition for working flair bottles and a plastic pour spout for exhibition flair bottles.

**One bottle** will be supplied for the **pour test** element which will be plain and unlabelled, with coloured water inside. You may use your own free-flowing pour spout in this bottle instead of the supplied TD105-30 if you wish.

The rest of the bar will be stocked with **Bacardi working flair bottles** containing 500ml in a 700ml bottle topped with TD 105-30 pour spouts and **Bacardi exhibition flair bottles** containing 25ml in a 700ml bottle, topped with plastic pour spouts. These pour spouts may not be removed, taped or tampered with in any way.

**Two store and pour bottles** will be provided, one filled with 500ml cranberry juice and one filled with 500ml orange juice for use during your routine.

**Two mixing tins will be provided, each containing a pour-check tube.** They will be marked with a single and a double stripe and are to be used only for the pour test for 30ml and 60ml respectively. You must provide your own mixing tins, Boston glasses and anything else you will need for your routine.

## Additional Equipment

A hawthorne strainer, fine strainer, bar spoon, muddler and ice scoop will be provided however you may switch these for your own equipment if you wish.

# Music

Your music track should be a minimum of 5 minutes in length. Your time will start at the moment your track begins and will end 5 minutes later. Please provide your music in a normal CD format in a single track, not playing through from one track to the next. If you have an electronic backup of your track this will be helpful. The organisers take no responsibility for discs that fail to play but will make every effort to play any backup file that you have.

# Video

The CFS will aim to record your routine in full from multiple angles, however occasionally there may be hardware or software failures that are beyond our control. By entering the CFS you give permission for your routine to be recorded and used in promotional activity by the CFS and its partners (venue, sponsors etc.).

# Drinks

During your routine you will be required to produce 2 drinks, one working and one exhibition flair. You must use at least 50ml of Bacardi with a mixer from the working flair bottles in the first drink and at least 50ml of Bacardi with a mixer from the exhibition flair bottles in the second drink.

You may decide how to present the drinks, straight up, shaken, on the rocks etc and you may provide your own glassware if you choose. We will provide 14oz Arcoroc granite glasses and stemmed cocktail glasses if you wish to use these. Drinks should be garnished though there is no specification for this. Ensure the drinks that you create look presentable and ready to serve, on bev-naps with straws etc where appropriate.

# Time on the Bar

In order to keep the competition moving quickly, please have your tins and additional equipment ready to go before the competitor before you begins their routine.

Please do not enter the bar area until announced by the event compare after the bar back has finished resetting the bar and the judges are seated.

**Once you set foot behind the bar, you have 2 minutes to get the bar set as you would like it, and then your time will begin.**

The judges will already be in their seats when you enter the bar and the event bar backs will have cleaned and refilled the bottles to get the bar back to specification. If you need anything specific from the bar backs, please notify the competition organiser before the competition begins so that it can be arranged for you.

Once your routine is over, please collect your personal equipment and leave the bar as quickly as possible so that the bar back team can reset the bar for the next competitor.

# Judges

The judges for the CFS will be taken from a diverse background of industry professionals. In general we will aim to have one experienced flair bartender, one sponsor representative and a bar manager to give a variety of perspectives.

This competition puts a heavy emphasis on entertaining your audience, so please tailor your performance to this for the best score.

If you have a query with the score you receive, please speak to the event organiser who will liaise with the judges to get clarification for you. The judges will be happy to provide feedback on your routine.

# Scoring

## Working Flair: 100 (25 points per subsection)

### Exhibition Flair: 100 (25 points per subsection)

**Variety** – A great Bartender should be able to do something cool with everything behind the bar. We want to see competitors' flair everything they touch. For example, straws, napkins, garnish, if you pick a bottle up and just pour, the judges will see this as a missed flair opportunity. Demonstrate mastery of your equipment by using as many different objects as possible. A little bit of everything will get a high score.

**Creativity & Originality** - Our judges have a wide variety of flair and will spot if someone has their own unique moves or style which they believe the competitor has come up with himself.

**Difficulty** - This has nothing to do with how many objects you flair at once. The best way of scoring well under the difficulty subsection is to land combos as sometimes a bump, tap and roll combo is more difficult than a four object move

**Smoothness** - Did you use a set routine or just improvise?. Did you recover well from a drop or just let it affect the rest of your performance?

## Entertainment 100 (25 points per subsection)

**Balance** - The judges will be looking out for a well thought out routine and not something that hasn't been planned. Your routine should build throughout using light and shade for the best score.

**Showmanship** - Flair is all about entertaining the crowd. Interaction with the audience and getting them to react to your show is key here.

**Music Interaction** - Flairing in time with your chosen song makes it look like your dancing while flairing and this goes down a storm. The judges will be looking to see if you stop when the music stops/breaks and if you're flairing to the beat of the music.

**Composure** - Stay calm and relaxed. Show confidence in your skills and your routine and don't let the pressure get to you.

# Score 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 one drop.** If you drop a bottle and it spills you will only be penalised 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.

**Spill (2 points)** 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 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.

## Pour Test

Each pour is worth 5 points for an accurate pour, 0 points if inaccurate.

## Competitor Categories

An important part of the West Midlands Flair Club's philosophy when it comes to flair bartending is that we aim to encourage local bartenders and those just starting out in their journey in flair.

### Novice Bartenders

Novice Bartenders are considered those who have been bartending for less than 12 months. Time as a bar back or other industry role is not counted here. The top scoring bartender from the novice category will be named "Novice Winner" during the awards at the end of the competition and will be awarded a sponsor prize in recognition.

### Midlands Bartenders League

Midlands Bartenders are considered those who live or work a minimum of one shift per week at a bar in the West Midlands, East Midlands, Warwickshire or Staffordshire. Midlands Bartenders' placings will be added to the CFS Midlands Flair League, and a prize will be awarded at the end of the year at the final CFS event.

### Open Flair League

All bartender's placings will be recorded across the year and at the final event of 2016 we'll be announcing the all year open league winner. Scoring is as for the Midlands league with the exception that there is no overall champion bonus.

## **Main Monthly Competition**

All bartenders at a specific heat will be in the main competition, even if they also qualify for an additional category. This will simply be the bartenders with the highest scores on the day, with prizes allocated accordingly.

# CFS Midlands Flair League

The **CFS Midlands Flair League** runs alongside the individual events, with the prizes for the league awarded at the final 2016 event.

Points for the series are awarded as follows:

Top Placed Midlands Bartender	10 Points
Second Placed Midlands Bartender	8 Points
Third Placed Midlands Bartender	6 Points
Fourth Placed Midlands Bartender	4 Points
Fifth Placed Midlands Bartender	2 Points
Sixth Placed Midlands Bartender	1 Point
Overall Champion Bonus	3 Points

As you can see, points are allocated based on the placings of the Midlands Bartenders in each event. For example, if a Midlands Bartender places third at an event but those in 1st and 2nd are not eligible for the league, that bartender is awarded 10 points. If a Midlands Bartender places first overall in the event, they will be awarded 10 points for being the highest placed eligible bartender and also a 3 point bonus for winning the Overall Champion title.

Points are cumulative over the series, rewarding bartenders who commit to as many events as possible.

## West Midlands Flair Club

**Don't Forget!** The West Midlands Flair Club runs every Monday night at Reflex Arcadian Birmingham from 8pm (except when we're hosting the competitions), which is the perfect place to meet other Midlands Bartenders and practice your skills. Of course, you're also more than welcome to just pop down for a chat and a beer to hang out with other bartenders!

Whether you're looking to practice and hone your routine, looking to add some new moves to your repertoire or simply taking your first steps in flair bartending, the Flair Club is here to help!

# Prizes

Prizes will be awarded at the end of each event based on the scores from the judges and according to the above categories.

## **First Place**

£100 cash, Sponsor prize

## **Second Place**

£25 cash, Sponsor prize.

## **Third Place**

Sponsor Prize

## **Novice Winner**

Sponsor Prize

## **Midlands Champion (Awarded Annually)**

At the completion of the Central Flair Series 2016 the Midlands Champion will be crowned based on the highest placed bartender in the table at the time.