



ASIA OPEN FLAIRTENDING CATEGORY

PRIZES

Champion:	Php. 30,000 + Trophy + Certificate + Gift Pack
2nd Place:	Php. 10,000 + Trophy + Certificate + Gift Pack
3rd Place:	Php. 5,000 + Trophy + Certificate + Gift Pack
4 th Place	Php. 2,000 + Trophy + Certificate + Gift Pack
5 th Place	Php. 2,000 + Trophy + Certificate + Gift Pack

BAR CHEF 6 – FLAIRTENDING CATEGORY

RULES & REGULATIONS

- Event will be on **05th of September 2018 (TIME: 3:00pm onwards)** at **(VENUE: LIV SUPERCLUB)**
- This event is open to everyone, **eighteen (18) years** of age and above.
- **There will only be one round for this competition**
- All competing bartenders **must attend the competition briefing on 04th of September 2018 (TIME: 6pm)** at **(VENUE: Big Hotel)** to confirm their registration. After registration and briefing there will be drawing of the numbers.
- **ALL TRAVEL, ACCOMMODATION AND FOOD COSTS ARE COMPETITORS RESPONSIBILITY.**
- Competing bartenders will not be allowed to wear logos conflicting with the sponsors.
- Music to be supplied on **FLASH DRIVE or CD** (*Must be collected after the briefing*).
- **No nudity or obscene lyrics in your music** are to be used during your routine.
- Competitors will be given **approximately two (2) minutes to set up the bar however they want**. Anything that's missing will be the competitor's fault, **SO DOUBLE CHECK EVERYTHING!**
- We suggest bringing your own tools and equipment to avoid disappointments as long as there's no conflicting logos or brands showing.
- **STRICTLY NO FIRE FLAIR, CONFETTI'S OR PYROTECHNICS** are to be used during your routines.
- Competitors **must be backstage and ready to go on at least five (3) people before they are supposed to go on**. Failure to do so may lead to disqualification.
- **All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.**
- The **organizer reserves the right to use the competitor's names, photos and their cocktail recipes.**
- 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.

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REGISTRATION

- Registration period Start 05th July 2018 – 05th of August 2018.
- To all Asian & Other City of Ph. Must submit Travel Air Ticket or Land Ticket To confirm their entries
- Must Submit REGISTRATION FORM & PICTURE on the given date.
- You must send the Registration Form to: mcbarspecialist@gmail.com
- Registration fee is Php.2, 000 per participant on a first come first serve basis.
- Limited to 25 participants only

PARTICIPANTS REGISTRATION FEE Php.2, 000 INCLUDES:

- Competition Entry
- Certificate of Participation
- T-Shirt (Bar Chef 2018)

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FLAIR RULES

- Each competitor will have six (6) minutes of show time (2mins working Flair 4mins exhibition Flair.
- All bottles to be used in working flair must be set with at least half (1/2) full bottle. (We will check all working flair bottles)
- All bottles used in the exhibition flair must be set with at least 15ml (1/2oz.) of liquid.
- In the exhibition flair syrups will be stored in half full bottles and it is not allowed to use syrup for exhibition flair setup (1/2 oz.) deduction will be given.
- Base liquor Choices of Rhum, Brandy & Vodka
- Must Choose use modifier DAVANCI GOURMET Mix Puree (Grapefruit, Strawberry, Mixberry,Pineapple, Pear & Passionfruit)
- No competing brands to the sponsors may be used.
- Craft Bottle / Shooter Glass etc. – All ingredients that store on these Glass must filled up at Least a minimum of 60ml. (You are not allowed to pour the whole Ingredients into your drink, Deduction will be followed.

- **ALL Sponsors Bottle must be Presented and place at the The Bar Top. (Penalized of 5 Points for each Bottle will be Given)**
- **No plastic flair Bottles and Empty bottles** can be included in the competition bar set up.
- **Metal pour spout is required on the working flair bottles (provided by participants)**
- **Any free flowing pour spout can be used on all exhibition flair bottles and can be taped in place, as long as they are not restricting the flow of liquid. (provided by participants)**
- **Competitors can use as many clear and un-tinted glass bottles** for their own choice of liquid. These bottles **must have all branding removed** . Each **competitor choice bottle can have no more than two (2) strips of tape**, and only competition or sponsor stickers can be used on the bottle and **only allowed one (1) sticker per bottle** and Stickers will be provide by organizer.
- **Real spirits** will be used to make the drinks.
- **Competitors are required to prepare one (1) drink for Exhibition flair- YOUR OWN CREATION** using liquor Sponsor and **Working Flair (1 Drink) using New York Vodka**

SOUR FACILE:

Ingredients:

- **Vodka** **30ml**
- **DVG Green Apple Syrup** **5ml**
- **Calamansi Juice** **10ml**

Others :

- **Refine Sugar**
-

Glass : Martini Glass

Garnish : Lemon Peel & Refine Sugar

Procedure : **Chill the glass , Rim Martini Glass into Refine sugar half way**
Combine the Vodka & Lemon syrup into cocktail shaker then shake well
With ice cubes & strain into the Martini Glass

- Participants must use Sponsor BRAND product in the original bottle for their working Flair atleast 30 Seconds .
- **Your own creation will be tasted and judged** by the professional jury. Points from your cocktail will be added to the total flair mark.
- **Maximum of six (6) ingredients and must include sponsor's products.**
- **Pre-mix and infusions of ingredients are not allowed.**
- **Garnishes must be edible and must be available in most of the bars.**
- **Only flair done in allotted time will be marked.** Any drinks or moves after the time is over will not be counted.

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SCORING SYSTEM

MAXIMUM POSSIBLE POINTS

POINTS

FLAIR (200 points - 50 points per sub section)

Variety – 50

This is NOT just about the variety of sequences you perform during your routine. But the different variety of moves you are producing. Judges will also take into consideration different throws, grabs and catches. Using different techniques, turning, spinning, snatching, bumps, taps, rolls, nests, reverse grabs and catches etc. Varying speeds and plenty of different moves. Someone performing lots of sequences with the same technique won't score as high as someone performing less sequence with lots of different techniques. Snatching every move for example is not using variety.

Creativity – 50

Creating new moves obviously has a big role to play here, but also making a creative routine as a whole will help you score more points. Coming up with a new routine each competition and performing new tricks, and not just upgraded moves, will help you score even more

Difficulty – 50

Being difficult is important to help move flair forward, but how to score here is the key. More objects don't necessarily mean more difficulty. Linking one move directly with another is more difficult than having one big move and several "linking" moves then another big move. More objects in the air doesn't necessarily mean more difficult either. Think more about the grabs and catches. Using a nest catch all the time is easier than snatching, grabbing or catching to a pour.

Smoothness – 50

Being smooth is important to show you flair to a crowd. Judges will be looking for how seamless your routine is. Do you stop and start too much. Dance around on stage to "waste" time. Are you readjusting your shakers too much? Do you have to readjust yourself between moves? A good smooth routine should flow nicely all towards making your drinks.

ENTERTAINMENT (100 points - 50 points per sub section)

Showmanship - 50

This is quite a general category. Showmanship is how you work with the crowd. The presentation of yourself and your routine. Stopping for applause or recognition from the crowd. Flair is a form of entertainment, and that is what the judges want to see. Interacting with the crowd and the people watching you. This doesn't mean you have to wear a batman costume. A smile in the right place can make all the difference!

Choreography – 50

This is about your music and Composure. 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 will help you score highly.

TASTING (total 100 points)

Appearance - 25

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

Aroma - 20

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

Originality/creativity - 25

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

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 the different tastes play with each other?

Name & Relevant – 10

Competitors must prepare a name that relevant into theme of the event thru his/her cocktail creation.

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DEDUCTIONS

Drop -3

If any drop results in a spill, that spill will be mark as void and no deductions will be taken. One (1) point will be given for every individual item that is dropped. If three (3) separate tins and one (1) separate bottle hit the floor, four (4) points will be deducted. If any three (3) items (3 tins are inside each other) are grouped together as a unit this is marked as one (1) drop. Drops to minor items such as beverage napkin, straws, ice and garnishes will be counted drop. Drops have dominated the results in competitions recently, and it is important that sometimes a competitor may have more drops, but a much superior flair technique or show.

Spill -1

From now on ALL spills will be marked, no matter how big or small or how it occurs. Unless it is a spill from two separate bottles or if the spill breaks up. Then two spills will be marked.

Break -10

A break anywhere will still be counted as a break. This includes if you throw off bottles to your bar back, they collide and they break. This is YOUR fault. Not the fault of the bar back.

Miscellaneous -5

This section is for those moments when a bartender does something which is “wrong” such as scooping ice with a glass. Something which the judges don’t expect but still deserves a deduction for. This is also for any specifications you miss during the making of your cocktail.

Missing Drink -30

Having a glass with ice on the bar top and no liquid, after time is up, is a missing drink. If there is some liquid in the glass (not including melted ice) then the bartender will be deducted for all the other specifications they missed on that drink. If you are still pouring your drink when time is up, it is a missing drink.

Sponsor flair (Working Flair)– (30) A judge will start a stopwatch as soon as the bartender picks up the sponsor bottle. As soon as the bartender let go the bottle and drops it, the timer will stop. When the bottle is used again the time will start again. We suggest making sure that bartenders plan more than 10% to ensure they don’t get deducted here because of drops or other mistakes that can occurs.

Unattended for Briefing – (50) Lateness & Unattended for Briefing will be Penalize.

BARCHEF PART 6
FLAIRTENDING COMPETITION
SEPTEMBER 05,2018
LIV Super CLub

Participants Name : _____
Establishment : _____

Cocktail Name : _____

Ingredients & Quantity

Glassware : _____
Garnish : _____

Procedure : _____

T-SHIRT SIZE: _____

Signature Over printed Name