

Skyy Flair Challenge

Introduction

The first qualifying round for the Canadian Skyy Flair Challenge will take place on Saturday, May 17th at the Beer & Cocktail Show in Toronto, Ontario. This event is the first of two qualifying competitions for the Canadian finals in August. Each competitor will perform one flair round featuring both working flair and exhibition flair skills. Questions should be sent to Mike McLean, mike@flairco.com or 1-877-863-5247 x13.

General Rules

- 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 be on location no later than 7:00pm on Saturday, May 17th at the Beer & Cocktail Show in Downsview Park, Toronto. The competition will start at 8pm and run till 10pm. For directions or more information on the show, please visit www.thebeerandcocktailshow.com.
- All competing bartenders must be at least nineteen (19) years of age.
- There will be a maximum of ten (10) competitors, with no entry fee.
- Competitors will not be allowed to wear logos conflicting with the sponsors.
- Music must be provided in CD Audio format (not MP3) and in its own case, properly labeled with your name and track number.
- Competition sponsors are Skyy Vodka, Flairco and the Beer & Cocktail Show.
- The top four (4) competitors will advance to the finals in August.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- Each competitor will receive five (5) minutes of set up time and five (5) minutes of show time.
- One (1) Skyy Vodka bottle and one (1) Campari must each be set to no less than a quarter full (1/4) for the working flair drink. All other bottles can be set at no less than ½ oz. No empty bottles allowed.
- A Spill Stop #285-50 metal pour spout is required on the quarter full Skyy Vodka and Campari working flair bottles. 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 and the mystery ingredient. 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) sponsor related stickers.
- Competitors can set up the Flairco Portable 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.

Scoring – Total of 800 Points Available

Difficulty – 150 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 bartender hits their moves to the music or the beats.

Originality – 150 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 – 100 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 – 100 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).

Overall Entertainment – 200 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.

Showmanship – 100 Points

This category is scored on the showmanship displayed by the competitor on stage. Showmanship is based on the competitor's demeanor and presence behind the competition bar. The competitor should seem confident and in command of their performance at all times. If the competitor comes across as just a bartender flipping bottles, as opposed to a professional entertainer, they will not score as well in this category.

Penalties and Deductions

Two (2) Points 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.

Three (3) Points per Occurrence

- Drops of any bottle, shaker tin, glassware, or bar tool that leaves your control while attempting a move and hits any surface.
- Unsanitary or improper procedure that would cause concern from a guest, co-worker, manager, or health inspector.

Five (5) Points per Occurrence

- 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.

Ten (10) 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.
- Intentional Empty Bottle Flair, per occurrence.

Forty (40) 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 sponsor brands in the drinks.

Drink Recipes

1. Skyy Surprise

1.5 oz Skyy Vodka (quarter full bottle)
0.5oz Campari (quarter full bottle)
Build over ice and fill with orange juice.
Orange wheel garnish

2. Skyy Special

1oz Skyy Vodka
0.5oz Campari
0.5oz Mystery Liquor / Liqueur
Build over ice and fill with pineapple juice.
Top with splash of cranberry juice.

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 (Skyy and Campari), but competitors are encouraged to provide as many of their own bottles as possible

Glassware – Libbey's 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.