

The Boathouse Showdown

Competition Rules

Introduction

The Boathouse Showdown flair bartending competition will take place on Tuesday, September 11th at the Ludlow Bromley Yacht Club in Ludlow, KY. Each competitor will perform one flair round featuring their best exhibition flair skills. Competitor registrations should be sent to Thomas “Rock O” Ivey rock-o@dirtygirlflair.com or 513-484-6290. Any questions on these rules or the event in general should be posted on the FBA message board at www.barflair.org.

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, host facility or event staff are subject to disqualification.
- The competition will be held at the Ludlow Bromley Yacht Club, 860 Elm Street, Ludlow, KY 41016. www.ludlowbromleyyachtclub.com
- This competition will have an open Pro Division.
- All competitors must be at least twenty-one (21) years of age.
- This competition will be a Level 1 event on the 2012 FBA Pro Tour.
- The entry fee is \$75.00 for all competitors. A Premium FBA Membership is required. Memberships can be upgraded on location for only \$35.00.
- The qualifying round will start at 2pm on Tuesday, September 11th. All competitors must be on location no later than 1pm. The top 8 competitors from the qualifying round will advance to the finals that night, starting at 9pm.
- 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.
- Sponsors include Jim Beam Devils Cut Bourbon, Pinnacle Vodka, Barenjager Honey Liqueur, Red Bull, Bud Light, the Ludlow Bromley Yacht Club and Dirty Girl Flair.
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.

Flair Rules

- All liquor bottles used must have their original sponsor brand labels intact.
- No competing brands or empty bottles can be used.
- All competitors will have four (4) minutes of show time in the qualifying round and six (6) minutes of show time in the final round.
- For juices and other non alcoholic ingredients, competitors can use clear glass bottles of their own choice. These bottles must have all branding and labels 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 / sponsor stickers.
- All bottles can be set at no less than ½ oz.
- Any free flowing pour spout can be used on bottles. Pour spouts can have one strip of tape around them.
- Competitors can and should provide all of their own bottles, tins and tools.
- Competitors can set up the bar any way they choose, but nothing can start on the upper bar surface that affects visibility for both the audience and the judges.
- The prizes are \$700.00 for 1st, \$500.00 for 2nd, \$300.00 for 3rd, \$200.00 for 4th, \$100.00 for 5th, \$100.00 for 6th, \$100.00 for 7th and \$100.00 for 8th place.
- The "Filthy" Award will be chosen by the finalists and given to the competitor with the biggest, baddest, sickest move using only sponsor bottles. This prize will be \$200.00
- The Bud Light Specialty Award will also be chosen by the finalists and given to the competitor with the most creative opening / serving of their Bud Light. This prize will also be \$200.00.
- In the event of a tie with the competitor votes for both the Filthy Award and the Bud Light Specialty Award, the flair judges will vote and break the tie.
- No fire tricks of any kind will be allowed.

Scoring – Total of 550 Points Available

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 role 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).

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 and keep the flow?

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. Competitors will be penalized for obvious spillage.
- 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.
- 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.
- Not serving the Bud Light or Red Bull label out on the bar top.
- Intentional Empty Bottle Flair, per occurrence.

Twenty-Five (25) Points per Occurrence

- Missing, wrong, unservable or incomplete drink that is not fit to be served. An example of an unservable or incomplete drink would be a drink that is only half full.
- Missing required sponsor products, per occurrence.

Drink Recipes

1. Bud Light

Creatively open and / or serve a bottle of Bud Light and place it on the bar top label out

2. Pinnacle & Red Bull

Pinnacle Vodka

Fill with Red Bull

Red Bull can must be served on the bar top label out

3. Devil's Honey

Jim Beam Devil's Cut

Barenjager Honey Liqueur

Fill with Orange Juice

4. Competitor Choice Cocktail (finals only)

In the finals, each competitor must create a specialty cocktail of their choice which must include at least two (2) different sponsor products. No competing brands or products are allowed. All bottles for the specialty cocktail can be set at no less than ½ oz.

Competitors should provide all of their own bottles and supplies for this cocktail.

Competition Tools

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

Bottles – some sponsor product bottles will be provided, but competitors should provide all of their own bottles for the specialty cocktail

Glassware –12oz plastic cups