

SKYY FLAIR GLOBAL CHALLENGE **COMPETITION RULES**

Please read all the rules very carefully as there have been a lot of changes this year.

ALL COUNTRIES MUST USE THE FOLLOWING JUDGING SYSTEM FOR EACH OF THE QUALIFYING COMPETITIONS. NO OTHER ROUNDS OR ASPECT OF JUDGING OR RULES ARE TO BE USED IN THE COMPETITIONS.

1. Rules and regulations are subject to change at any point during the year, so please keep up to date with the latest news at www.skyyflair.com.
2. You must be 18 years or older in accordance with the relevant legal age to compete in the competition.
3. There will be national competitions held in selected countries, with the Global Final taking place in Barcelona.
4. Only qualified (winners of the national competitions) or invited competitors can compete in the Global Final competition in Barcelona.
5. Every national competition held in various countries around the world will be open to any competitor from any country. For example if someone from Poland wants to enter the national competition in the UK then he or she is able to do so, but in the Global Final they must represent UK and not Poland.
6. Any competitor that wins a national competition will have their economy class travel to the Global Final, hotel accommodation of our choice, lunch and dinner up to a fixed budget defined by each market paid for. Extras at the hotel and any other expenses not defined by the individual markets will not be covered. The competitors are responsible for any visa required to attend the Global Final, and should the competitor not be able to make the Global due to not receiving a visa or for any other complication SKYY vodka and the WFA will not be held accountable.
7. Timing: Each heat (if applicable) in the national competitions and the Global Final will be 5 minutes long. The final rounds in all national competitions and the Global Final will be 7 minutes.
8. The only change in the rules for the national competitions and the Global final will be the preparation of the cocktail.
9. In each national competition the competitors will now be required to develop and name a SKYY cocktail to be tasted and evaluated (see scoring system below for details), this will account for approximately 17% of your total score.
10. In the Global final the set cocktails outlined below in the cocktail list must be prepared and they will not account for any of the scoring, only deductions for incorrect preparation will apply.

11. The Cocktail must use SKYY vodka as the main ingredient (No other vodka must be used), other ingredients used should preferably be Gruppo Campari products (see www.camparigroup.com for details), if you do use other products other than Gruppo Campari brands no brand names should be used but rather just the generic name e.g. Rum, Orange juice, etc. They must be decanted into bottles without labels. All recipes must be sent to the local distributor at least one week prior to the competition, in order to make sure they have the ingredients available when you compete.
12. The cocktail also needs to be made during your routine at the national competitions and will be evaluated by the judges according to the scoring system below.
13. SKYY and Campari bottles will be provided for you to use
14. Any other bottles you wish to use must have all the labels removed. You will be provided with 2 WFA stickers to put on your bottles. You will not be allowed to tape up the whole bottle.
15. Competitors must use SKYY bottles for 40% of their routine (2mins in the qualifiers and 2mins 48 seconds in the finals). If competitors do not do this they will be penalised.
16. A minimum of 1/2oz of liquid must be in the exhibition flair bottles. Your bottles will be checked on stage just before you start your round.
17. For the exhibition flair bottles you may use any pour spout that you wish, and you are allowed to tap in the pour spout if you prefer. For the working flair bottles it is imperative for you to use metal pour spouts, which are not allowed to be tapped in.
18. Taping up your pour spouts is allowed, but do not tape over the SKYY logo and/or label. Please be sensible if you do use tape. If competitors do tape over any part of the logo and/or label, the judges have the right to remove the tape or ask the participant to do so prior to the competition.
19. We will provide you with store and pours, ice scoop, straws, beverage napkins and towels. However, if you want to use your own equipment that is fine, as long as there are no logos or conflicting brands showing. We will have some pour spouts there for you to use but we suggest that you bring your own to avoid disappointment.
20. All pour spouts must be free-flowing and non-restricted in any way.
21. Bar backs will be made available during the competition. They will help clean the bar after every competitor and get you anything reasonable in relation to the competition you may need.
22. Competitors may use their own bar backs if they wish to do so during the national competitions. At the Global Final in Barcelona bar backs will be provided by SKYY vodka and the WFA.
23. Competitors may set up the bar however they want. Anything that is missing will be the competitor's liability, so double check everything.
24. The working flair bottles will be provided for you.
25. Empty bottle flair is not permitted. Anyone using dry bottles could be disqualified.
26. Competitors must be backstage and ready to go on at least 3 people before they are scheduled to go on.
27. Competitors will be given 5 minutes and no more to set up the bar in between rounds.

28. All music must be in CD format, on ONE CD. Do not bring two CD's or more to be mixed by the DJ. There is always a chance that the DJ will get it wrong and that could ruin your routine. It is recommended that you bring more than one copy with you and check that it works to avoid disappointment. If for some reason you do not have music to use for your routine you may speak to the DJ to see what he has available, otherwise the DJ will play any music he considers appropriate. The competitor is wholly liable for the quality of the CD.
29. No plastic bottles are allowed during your performance.
30. No fire flair or pyrotechnics are to be used during your routines.
31. No nudity or obscene lyrics in your music are to be used before, during and after your routine. This will be checked prior to your routine and should you not comply you face the risk of being disqualified.
32. Bartenders may be required to wear clothing allocated by the sponsors, failing to do so can result in disqualification.
33. No branded clothing with any alcoholic or competing product may be worn during your routine.
34. Neither Campari International nor the World Flair Association is responsible for any injuries or loss of property during any of the competitions. You must make sure that you have adequate insurance to fully cover your participation in the competition and surrounding events. That includes without limitation, the competition itself and any necessary travel that this will involve. The WFA and/or Campari International reserve the right to request a copy of a valid insurance policy prior to making any travel arrangements.
35. The WFA scoring system must be used in all competitions. No other scoring system is allowed.
36. Violation of any of the rules can result in disqualification.

If you have any further questions please don't hesitate to email Andy Collinson at andy@worldflairassociation.com

Cocktail List (For the Global Final)

- **Working flair drink**

Ingredients:

- 1 oz SKYY Vodka
- 1 oz Campari
- 2 oz Orange Juice

Method: The bartender can choose any method they want to make the drink, so if they want to muddle the orange wedge they can do so, or if they want to shake and strain into a martini glass that is okay.

Glass: Any

Garnish: Orange wedge

- **Exhibition Flair Drink**

Ingredients:

- 1 oz SKYY Vodka
- ½ oz Campari
- 1 oz mystery liqueur of your choice (ALL labels must be removed, and not just covered up with tape. No syrup's allowed) – You do not have to put this in your cocktail if do not wish to do so. This is purely to give competitors that chance to flair with bottle they are comfortable.
- 2 oz Orange Juice
- 2 oz Cranberry Juice

Method: The bartender can choose any method they want to make the drink, so if they want to muddle the orange wedge they can do so, or if they want to shake and strain into a martini glass that is okay.

Glass: 10 oz highball

Garnish: Competitors choice (there must be a garnish of some kind though)

Both drinks must have a bev-nap, garnish, straw (unless in a martini glass), full with ice (again unless in a martini glass, in which case the glass must be chilled) and, there must be no under pours or over pours.

Scoring System

There are three sections to the scoring system comprising of sub-sections, these are as follows;

Flair

(200 points – 50 points per sub section)

- **Variety** – To score well in this section we want to see competitor's flair everything they touch. If you pick up your juice and just pour with for example we will see that as a missed opportunity to flair. We will also be looking for a wide variety of moves. A flash (when all objects are in the air at the same time), grabs, pours, bumps, taps, rolls, stalls etc.
- **Creativity** - It is impossible for judges to know where every single move comes from and who made up which move, but our professional judges have a wide knowledge of flair and will be able to see if someone is copying or has taken moves from someone else. To score highly we want to see your own style, moves and creations throughout your routine. This is not just about the moves, it also takes into consideration the presentation of your routine, your music and how well or creative you are when you perform!
- **Difficulty** - Just because you flair more objects at the same time, it doesn't necessarily mean that your routine is more difficult. A bump, tap and roll combination with a bottle and tin can be more difficult than some 4 bottle moves. Judges will be looking for difficult moves and skilful sequences. Linking together a lot of bumps/rolls/taps/reverse catches for example can help you score points.
- **Smoothness** - Did you have a set routine, or where you just making it up as you go along? If you drop did you recover well or did you let it affect your performance. We want to see a routine, which is well balanced. We also want to see a smooth flairing style. We don't want to see you stopping to adjust grabs, or not putting your moves together well.

Entertainment

(100 points – 25 points per sub section)

- **Balance** – Is your routine weighted correctly? The judges will be looking for a well thought out performance and not something that has not been planned. We want to see the routine build into a great finish.
- **Showmanship** - Flair is all about entertaining people. You are putting on a show for the people that are in the venue, so we want to see you interact with them. This doesn't mean that you must wear a costume, just try and think what you want to see from a performance. One tip: A smile can make a big difference.
- **Music Interaction** - Very straightforward! How well are you flairing in time with your music? The judges will be looking to see if you stop when the music stops/breaks, or do you flair with the beat of the tune. Are you interacting with the words of the song, or are you literally dancing with the music while you are flairing? Your routine should be choreographed from beginning to end.
- **Composure** – Are you calm and relaxed on stage? Do you land all moves with confidence; do you recover well from any drops or mistakes? To score well here you must possess these abilities.

Cocktail

(Only applicable for National competitions)

(60 points – 15 points per sub section)

- **Presentation** – The way you present your drink and the look of it is very important.
- **Technique** – Your bartending skills and techniques will be tested here. Perfect drink making techniques will score you well in this section.
- **Taste** – Good balance of flavours and tasty beverage is required!
- **Originality** – Just like your flair moves, try to think out of the box when it comes to your recipe.

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 two drops. 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. If you are flairing 3 tins and one bottle and you drop all 3 tins which are all together and inside each other then this is only 1 drop, but if they are separated and you drop them then it is 3 drops.

- **Spill (2 points)** - We will have two judges counting spills and then we will take the average from their results. 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 drink (Your own creation in the national competition & the two cocktails set out for the global final) 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.
- **SKYY bottle flair (20 points)** – If 40% of your routine does not involve SKYY vodka bottles, then you will receive this deduction. The judges will time you with a separate stopwatch every time you flair with SKYY vodka bottles.