



## **ULTIMATE WORLD FLAIR 2014**

**Date : 2014. 31st. Aug (SUN)**

**9:30 Meet & Greet at Tokyo Bay Maihama Hotel**

**12:00 Start of a Qualification Round**

**18:00 Start of a Final Round**

**Place : TOKYO BAY MAIHAMA HOTEL CLUB RESORT**



<http://www.tbm-clubresort.jp>

## Admission fee (for supporters):

Advance Ticket 4,000 JP-YEN (with 2drinks)

Day Ticket 5,000 JP-YEN (with 2drinks)

## Organizer :

All Nippon Flair Bartenders Association



## Sponsors :

OIMATSU BREWING

老松酒造株式会社

SUNTORY

SUNTORY HOLDINGS

UNION FOODS Co



BACARDI JAPAN

ASAHI BREWERIES

Asahi

BIRDY.

BIRDY by YOKOYAMA KOGYO Co

NARANJA Inc

DIAGEO KIRIN COMPANY, Ltd



KIRIN

## Registration :

Please send a message with your full name and country representing to [purple1128@hotmail.com](mailto:purple1128@hotmail.com).

After organizers of Ultimate World Flair will receive your request there will be a registration form sent to your email along with other requested information.

## Entry fee: 15,000 JP-YEN

**INCLUDE:**

- One Competition T-Shirt
- WFA GRAND SLAM stickers

### **NOTICE**

(Only for competitors from overseas)

**IF Competitor will be registered before 10th August we will provide accommodation for free for 3days and 2nights (30<sup>th</sup>, 31<sup>st</sup> & 1<sup>st</sup>)**

## PRIZE MONEY :

Champion	300,000 JP-YEN
2nd	150,000 JP-YEN
3rd	100,000 JP-YEN
4th	50,000 JP-YEN
5th	30,000 JP-YEN
6th	20,000 JP-YEN
7~10th	10,000 JP-YEN
Best Cocktail award (Qualification,Final)	10,000 JP-YEN

# **GENERAL RULES :**

## **■WORKING & EXHIBITION FLAIR**

**Each bartender will have FOUR MINUTES to make TWO DRINKS on Qualification Round**

**Each bartender will have SIX MINUTES to make TWO DRINKS on Final round**

**The drinks have to be made in the following order.**

- 1. Working Flair Drink**
- 2. Exhibition Flair Drink**

**In case of not following this rule a misc deduction (5 points) for each cocktail be applied.**

## **DRINK RECIPES :**

### **Working Flair drink (Qualification & Final)**

**Please make one cocktail below**

#### **"ANFA-TINI"**

**3/4oz "RED BEAR ENERGY"  
3/4oz "FINLANDIA VODKA"  
2oz "PINEAPPLE JUICE"**

**Glass : Cocktail Glass  
Straw, Garnish : Not Necessary  
Cocktail Napkin : Not Necessary  
Method : Shake with ice and  
Strain into chilled  
cocktail glass**

**Working flair bottles must be set to at least half full.**

**Bartenders may only use metal SPILL-STOP #285-50 pour spouts in the making of this drink.**

**"BIRDY 3 PIECE SHAKER" is needed to shake the cocktail.  
(using other shakers for shake will cause a major "sponsor flair" penalty)**



**“RED BEAR ENERGY”  
(700ml)**



**“FINLANDIA VODKA”  
(700ml)**



**“BIRDY 3 PIECE  
SHAKER”**

## Exhibition Flair drink (Qualification & Final)

Competitors have to make their own original cocktail using at least ½ oz. of each of the sponsor products - Bacardi Superior, Malibu and Rien (Japanese pear liqueur).

Competitors are allowed to use as many other products (juices, syrups, liquers, fruits etc) as necessary as long as they are not conflicting the sponsors of the event.

Garnish, Straw, Cocktail Napkin, Method : FREE  
Glass : FREE (Organizer will provide glasses below)

Exhibition flair bottles must be set in at least 15ml (1/2oz)

Competitors can use ANY KIND of free flowing pour spouts for making of this drink.



**"BACARDI SUPERIOR"**  
(750ml)



**"MALIBU"**  
(700ml)



**"RIEN"**  
(500ml)

# PROVISION OF TOOLS AND BOTTLES:

## Glass.

- Libbey American Collins (414ml #15244)
- Libbey Highball (266ml #15236)
- Libbey Vina Martini (237ml #7512)

## Sponsor Bottles.

1. "RED BEAR ENERGY"
2. "FINLANDIA VODKA"
3. "BACARDI SUPERIOR"
4. "MALIBU"
5. "RIEN"

▪ All competitors can bring their own bottles, but all the sponsor bottles have to be used with their ORIGINAL BRAND LABELS INTACT (no stickers are allowed on any of the sponsor bottles).

▪ Competitors have to prepare ALL INGREDIENTS and NON-SPONSOR BOTTLES.

## Others.

- SPILL-STOP #285-50 pour spouts
- Plastic pourers
- Ice Scoop
- Straw
- beverage napkin
- BIRDY 3 PIECE SHAKER

Bar to be used

**FLAIRCO "The Portable Bar"**





# **FLAIR RULES :**

**All bottles have to be filled with REAL ALCOHOL or JUICE in it. Water is not allowed.**

**Syrups must ONLY be used in half full bottles and are not allowed in exhibition flair bottle set up**

**It is not allowed to use any competitive brand products for the own creation. Recipes will be checked during the registration process and will be asked to revise in case of having questionable products included.**

**Competitors have to remove the all label of BARTENDER'S CHOICE BOTTLES, then you can put your TEAM STICKER or WFA GRAND SLAM STICKER, and some TAPE as mentioned below.**

- **Any strips of tape on the NECK PART**
- **Two strips of tape on the BODY PART**
- **One Sticker on the BODY PART**

**No fire tricks will be allowed.**

**Competitors have to use sponsor bottles at least 10% of own routine. Only the flair done with "Bacardi", "Red Bear Energy", „Malibu", „Finlandia" „Rien" and „Birdie Shaker" will be counted towards this rule. Using multiple bottles at the same time doesn't double the time and at least ONE MOVE OF EACH OF THE SPONSOR bottles (in case of "Birdie Shaker" the shake is the "move") must be done to avoid this major penalty. For more detail please see deductions.**

**Top 10 competitors from qualifying round will go to the Final round.**

**Competitors can perform at designated areas only**

**Music must be in CD Audio format and in its own case, properly labeled with your name and track number. It is recommended that you bring more than one copy in case it is not readable. Don't use MP3 format for your music**

**Organizers and event staff are not responsible for damaged or unreadable music. If your music is not readable, we can pick any music. Then competitors have to perform with that music.**



**Judges will inspect bottles before your performance, and make sure they are filled to the proper levels. If bottles are not at correct levels, competitors will be required to fill them.**

**Competitors can set up anyway they want on the bar, and will be given TWO MINUTES to set everything right before their performance. If it takes more than that, you may get deducted.**

**DRINK RECIPE of your own cocktails is required of all competitors, and that will be checked by judges**

**ONLY "EXHIBITION DRINK" will be judged for Tasting points (-total 50 points)**

**Wrong way of making drink (WORKING & EXHIBITION) will be Miscellaneous deduction.**



**VENUE :**

**Imperial Hall**

**at TOKYO BAY  
MAIHAMA  
HOTEL CLUB  
RESORT**



## Practice room for competitors "SHINJU" (7mx30m)



### **CAUTION**

**All competitors can practice in this room with GLASS BOTTLES.**

**But strictly DO NOT put ANY LIQUID in the bottle.**

**If not respecting this rule, competitor can be banned from practice area**

# **WFA SCORING SYSTEM**

## **Flair (200 points - 50 points per sub section)**

The flair section will stay the same. The explanations have changed slightly to make it more understandable for competitors to be able to score the most points and to help move flair in the right direction.

### **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 sequences 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 doesn'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)**

This has been changed to just two sub sections. It was clear that Composure and Balance were overlapping into other categories and therefore were not needed. Now with just two categories every section is worth the same amount of points and less sections overlap with one another in the scoring system.

### **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 50 points) –**

### **Appearance 10**

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

### **Aroma 10**

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

### **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?

### **Originality/creativity 10**

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

# Deductions

## **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. Now drops will be counted as follows

0 - 3 drops -2 points

4 - 8 drops -3 points

9 + drops -4 points

Example:

If the bartender had 9 drops in total, the deductions would work out as follows:  $3 \times 2 = 6$

$5 \times 3 = 15$   $1 \times 4 = 4$  Total -25

## **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 -40**

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 – 50**

A judge will start a stopwatch as soon as the bartender picks up the sponsor bottle. As soon as the bartender let's go of the bottle or drops it, the timer will stop. When the bottle is used again the timer 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 occur.

## **NOTICE**

**About "Sponsor flair" deduction for this competition, we have 5 sponsor bottles, then all competitors have to show at least one move of flair with every one of them each. Again, please DON'T FORGET to DO FLAIR with all sponsor bottles to avoid this penalty.**

**Judges will make up the total of "Sponsor bottle using time" (Only counted when they move with "FLAIR", if just grab the bottle and pour into the drink, it isn't counted)**

**Then if it's less than 10% (For Qualification – A minimum of 24 Seconds, For Finals – A minimum of 36 Seconds) they will get deducted.**

**Using both bottles at the same time doesn't double the time**

## **WFA COMPETITOR CODE OF CONDUCT**

As a competitor in any WFA Grand Slam competition you are required to behave with respect and decorum throughout the entirety of the competition. Sponsors pay a lot of money to give us the opportunity to have these great events all over the world, so let's treat them with respect so that they will want to repeat the competition the next year

### **Dress Code**

During the competition you are required to dress accordingly to what is expected of you. In some cases you will have to wear the t-shirt provided by the sponsor on stage. In this case, make sure that it is

clean and ironed and not all messy when on go on stage with it. If you require another t-shirt ask the organising staff to provide you with one You should treat the stage like you would any bar. So no open toe shoes, like flip flops or sandals, but trainers or shoes is fine.

You are NOT allowed to wear shorts on stage. Even if it is an outside competition in the sun They look messy and unprofessional Please make sure your trousers are clean and tidy and not covered in rips and tears.

In some cases you may want to wear a costume. This is fine, but nothing vulgar.

No nudity of any kind is allowed during your performance.

If the organiser, judge or sponsors are not happy with the way you have presented yourself you will be asked to change, incur a major deduction or get disqualified from the competition.

## **Behaviour**

Competitions can be stressful times and everyone wants to do their best, but remember everyone is in the same boat so remember to treat everyone with respect.

The competition staffs are there to help you at the competition. If you are rude or arrogant towards them, you may face disqualification Any rudeness or disrespect towards other competitors can face disqualification. This can be at anytime throughout the competition, in the practice area, on stage or whatever.

Try and help out other competitors whenever you can. It is always recommended to bring your own equipment, so if you are not willing to lend that out, explain politely to your fellow competitor to ask the organisational staff to help them out

The judges have a difficult decision and are always willing to answer your questions after a competition, but any rudeness or disrespect towards them will face disqualification in the next Grand Slam competition

## **Announcements**

This is a big moment for everyone, whether it is announcing the finalists or the overall winners. Everyone is nervous and everyone wants to win. If you are not happy with your placement, DO NOT walks off stage in a huff. Collect your prize and wait for the all clear to get off the stage



once all announcements are done. Failure to do so can result in disqualification or being banned from the next grand slam comp. When it comes to announcements please wear either the competition t-shirt or your sponsor or representation's attire. We do not want to see you in your shirt ready for a night out.

### **Bottles to be used**

As we have mentioned before the sponsor pay a lot of money to put on these competitions so they want to see their bottles used at competitions as much as possible. Anyone thought to be blatantly disregarding the sponsors bottles will be disqualified from the comp or incur a major deduction

### **Music**

This will always be down to the organiser as to when they want your music. Please make sure it is clearly labelled and is only on ONE CD!

### **After the competition**

Once the competition is over you have the chance to chat with the judges and discuss your scores on how you can improve for the next comp.

Any discrepancies' in the scores should be put in writing to the World Flair Association, sent to [info@worldflairassociation.com](mailto:info@worldflairassociation.com) by the individual who is not happy.

The World Flair Association will try and solve any problems with scores or results in any way they can.

### **Overall**

Any competitor not respecting the rules of the competition, the judges, fellow competitors or the sponsors can face disqualification from the competition or be banned from the next Grand Slam competition