# **PROPOZICE**— Profi Flair Competition

WINTER FLAIR BARTENDING COMPETITION 2024 Název soutěže:

Pořadatel soutěže: Česká barmanská asociace

Garant soutěže: Václav Abraham, tel.: 775 156 906, e-mail: abraham@cbanet.cz

Datum: 21. 1. 2024

Vzdělávací centrum CBA – ABZAC, Šimáčkova 704/135, Brno 628 00 Místo konání:

Registrace přihlášek: do 11. 1. 2024 on-line na www.cbanet.cz

on-line registrace je podmínkou účasti na soutěži!

Přihlášením do soutěže soutěžící souhlasí s kodexem GDPR

https://www.cbanet.cz/cba gdpr

Startovné: bez startovného

Zařazeno do: finále "Czech Flair League 2023"

Kategorie nápoje: **Fancy Cocktail** 

Soutěž proběhne jednokolově, každý soutěžící připravuje 1 druh koktejlů v těchto

kategoriích:

Exhibition & working flair

1. soutěžící je povinen použít min. 2 cl produktu Havana Club v případě užití sirupů jsou přípustné pouze produkty Monin.

3. v případě užití průmyslově vyráběných ochucených nealkoholických nápojů jsou

přípustné pouze produkty společnosti Pepsi nebo Mattoni 1873

4. v případě užití minerálních, nebo balených vod jsou přípustné pouze výrobky

společnosti Karlovarské minerální vody, a.s.

Počet porcí: 4

Typ skla: vlastní

Časový limit: 5 minut

led dodá pořadatel v provedení: kostka Led:

Receptura: receptury se stávají majetkem CBA a pořadatele soutěže, bez nároku na honorář v

případě jejich zveřejnění.

organizátor soutěže zajišťuje suroviny uvedené v příloze č. 1. Suroviny:

Hodnocení soutěže: dle platných pravidel World Cocktail Championship Flair viz příloha č. 2.

Rozhodnutí porot jsou konečná. Případný protest je možné vznést u Hlavního

komisaře, výhradně však v místě a dni konaní soutěže.

Ceny: 1. - 3. místo obdrží věcné ceny

Časový harmonogram: 16:00 registrace, losování startovního pořadí

> 17:00 rozprava v tréninkové místnosti

18:00 zahájení soutěže, představení všech soutěžících

po ukončení soutěže slavnostní vyhlášení výsledků





#### Příloha č. 1

Portfolia jednotlivých partnerů soutěže, které budou soutěžícím k dispozici na místě:

# Portfolio Jan Becher-Pernod Ricard:

Havana Club Aňejo 3 Anos

# Mattoni 1873:

PEPSI MAX MIRINDA Pomeranč 7UP

# **SCHWEPPES:**

Indian Tonic, Ginger Ale Bitter Lemon

# GRANINI džusy/nektar:

100% Jablko, 100% Pomeranč, 55% Růžový grapefruit,

#### Monin:

Kompletní portfolio produktů Monin naleznete <u>zde</u>. Všechny produkty uvedené v přihlášce a odeslané v řádném termínu budou k dispozici v dostatečném množství.



#### WORLD COCKTAIL CHAMPIONSHIP (WCC) Flair

#### Flairtending Rules WCC: Nomination round

- Competitors must produce 4 portions of their original Cocktail Recipe during their routine, both in
- the qualifying and final rounds.
- WCC Flair routines should not exceed 5 minutes.
- Competitors must dress professionally either representing their National Association or themed appropriately.
- Obscene acts, names and/or gestures are not permitted.
- Any style of cocktail may be created.
- The drinks will be scored on appearance, decoration, aroma, and taste.
- Unbranded clear bottles should be used only for juices, milk, and creams. They MUST not be recognizable non-sponsored bottles. IBA recommends CLEAR bottles to be used with IBA stickers applied (IBA to Provide).
- Competitors are required to bring their own empty bottles for the routine. Bottles must be filled under the presence of the WCC Flair Committee at an assigned time before the competition. The IBA or host country will not provide empty bottles.
- Each bottle for the flairtending routine must contain at least 2cl of alcohol, syrup or juice as used in the recipe.
- Each bottle for the working flair bartending routine must be at least half full.
- Bar-backs must be used during the routine (the host country will appoint bar-backs, competitors may provide their own).
- All equipment and bottles will be stored in crates and kept neatly in the backstage area.
- Sponsors Bottles presented on stage must be clean and have a current label. Please ensure that
- sponsored bottles are always visible on the bar top at the end of your routine (Jan becher Pernod Ricard Group & Monin & Mattoni 1873).
- Competitors must bring their own speed pourers. The length of tape used to secure the speed pourer onto the bottle may not be longer than 30mm.
- The timer countdown is stopped when the competitors raise their cocktail and present it to the judges, when competitors step back away from the bar, or when they raise their hands to indicate they are done.
- No unsponsored alcohol brand labels on bar equipment, shakers, flair bottles, clothing and any other visible items during WCC.
- Competitors must provide their own USB memory stick to the WCC Flair briefing and also bring a
  backup copy containing their music mix. No mobile or electronic copies will be accepted in other
  forms. Remember to label USB memory stick with the name of the competitor and country (There
  is only to be one music track on USB)

# **Time and Penalties for Flairtending**

- Competitors must be at the backstage reporting area thirty minutes before competing or they will be penalized by WCC judges.
- Competitors will be given five minutes to set up their flair bar station.
- Competitors will be penalized for every ten seconds they go overtime during the competition.
- Competitors using empty bottle(s) for flairing will be penalized.

#### **Points**

Showmanship - 70 Points Max.

The flair bartender is an entertainer, you have 5 minutes to captivate the audience, a theme, the originality of integrating a character, a good combination with the music, don't forget your smile and a well-choreographed routine will bring the best performance you can give.

#### Originality/Creativity- 90 Points Max

New moves, new style is what the judges look for. Flair is big, diverse and is constantly changing very fast, so the judges want to see something new and original.

Being original, showing us your imagination, something out of the box, surprise move, don't bring something that you have seen someone else doing. Be yourself.

# Difficulty- 90 Points Max.

Judges look for big moves and difficult moves as it helps progress the art of performance Flair Bartending. For example, a bottle and tin sequence can be a lot more difficult to land than multiple objects. Never forget the originality because difficulty doesn't mean you are going to win the





# competition.

# Execution- 90 Points Max

Variety of moves, your smoothness, confidence, and control that's what we're looking for. Finish your sequences in pours, make it relevant to the use of all the objects!

Taste – 75 Points Max

# **WCC TASTING JUDGE'S FORM**

	Range	Score	
Appearance  Neatness (e.g.: did garnish fall apart/into drink?) Originality/Creativity Cleanliness	Excellent 12-15 Very good 8-11 Good 4-7 Fair 1-3		
Aroma  ♦ Balance/pleasant/Fragrant	Excellent 9-10 Very good 6-8 Good 4-5 Fair 1-3		
Taste  ◆ Flavour (sour/dry/sweet)  ◆ Balance (sweet/sour)  ◆ Finish (pleasant/negative/wanting more/finish length)	Excellent 24-30 Very good 18-23 Good 10-17 Fair 1-9		
Garnish & Decoration  • Neatness / Originality	Excellent 9-10 Very good 6-8 Good 4-5 Fair 1-3		
COCKTAIL COMPETITION REPRESENTATION			
Classic Cocktail Competition: does the cocktail meet the specifications of the competition assigned to the bartender?			
Before Dinner Cocktail (dry to bitter aperitif)  Long Drink  Sparkling Cocktail (carbonation, sparkling flavour)  After Dinner Cocktail (digestive or dessert)  Low ABV Cocktail	Excellent 9-10  Very good 6-8  Good 4-5  Fair 1-3		
TOTAL SCORE out of 75 points			
Overall impression of cocktail	Excellent 9-10 Very good 6-8 Good 4-5 Fair 1-3		





# IBA- WCC FLAIR TECHNICAL FORM

# COMPETITOR Nº

# COUNTRY

POSITIVE SCORES	MAX.POINTS 340	<u>ADDED</u>
Showmanship	70	
Originality-Creativity	90	
Difficulty of Moves	90	
Execution	90	
TOTAL POSITIVE POINTS		
NEGATIVE SCORES		DEDUCTED
Drops	-2	
Spills	-1	
Breakage	-20	
Bar Station cleanliness	-20	
Sponsors bottles at the top of the Station	-20	
Cocktails equally portioned- not uneven	-20	
Garnish time penalty	-15	
Missing Ingredients	-15	
Time:MinSec	-10 Points deducted every 10 seconds over the time limit.	
TOTAL DEDUCTED POINTS		
Judge Name	TOTAL POINTS	

