



ONNELA Flair Masters 2010

Competition Rules & Info

Introduction:

The "ONNELA Flair Masters 2010" competition will be held on Friday, July 16th at the nightclub Vantaa Onnela in the city of Vantaa (close to the Helsinki-Vantaa Airport), Finland.

Each competing bartender will perform one flair round featuring both working flair and exhibition flair skills, with a two required cocktails, one made with working and one made with exhibition flair.

ONNELA Flair Masters 2010 will be part of the 2010 WFA Grand Slam Tour. All information for this event is available online at www.vipbartenders.fi and also at www.worldflairassociation.com.

Main organizers of Onnela Flair Masters 2010 are VIP Bartenders together with nightclub Vantaa Onnela & WFA.

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 bartenders are required to attend the registration meeting on Friday, July 16th at 1.00pm in the competition venue, nightclub Vantaa Onnela (www.parastayossa.fi -> Vantaa -> Onnela)
- This event will have one Pro Division and is open to anyone.
- All competing bartenders must be at least eighteen (18) years of age.
- To register competitors need to download the registration form from www.vipbartenders.fi, fill it out and then send it via email to info@vipbartenders.fi to reserve their spot to the competition. You will receive a confirmation email from your registration!
- Competing bartenders will not be allowed to wear logos of any companies conflicting with the sponsors of the event (in the qualifying round)
- All finalists must wear "ONNELA Flair Masters 2010" t-shirt in the final round (provided by the organizer) NO EXCEPTIONS!
- Music must be provided at the registration meeting 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. Organizers and event staff are not responsible for damaged or unreadable music.





- Competition sponsors (products) include:
Smirnoff Vodka, Volare liqueurs, Modo (bar syrups), Battery Energy Drink
- Competition sponsors (other than products) include:
VIP Bartenders, Nightclub Vantaa Onnela, Holiday Inn Vantaa, Flamingo Entertainment Center & Flamingo Spa
- There will be a maximum of twenty-five (25) competitors in the ONNELA Flair Masters 2010 competition
- All rules, guidelines and drink recipes are subject to change at the discretion of the competition organizers.
- Please join/like “VIP Bartenders” –page on Facebook!!!

Flair Rules

- Each competitor will have four (4) minutes of show time in the qualifying round, six (6) minutes of show time in the final round.
- All bottles used in the working flair must be set in at least 1/3 bottle of liquid (we`ll check & supply all working flair bottles)
- All bottles used in the exhibition flair must be set in at least 15ml (1/2oz) of liquid
- All bottles used must have their original sponsor brand labels intact. No competing brands to the sponsors may be used.
No empty bottles can be included in the competition bar set up.
- A Spill Stop #285-50 metal pour spout is required on the working flair bottles. Any free flowing pour spout can be used on all exhibition flair bottles. Pour spouts can have one strip of tape around them to keep them in place.
- Competitors can use as many and any clear, un-tinted glass bottles for their own choice of liquid. 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) WFA Grand Slam / organizers stickers (we would like to see 1 WFA and 1 organizer`s sticker in every competitors choice bottle!)
- Bartenders can set up the competition 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.
- Top eight (8) from qualifying advances to the Finals





Schedule:

- All bartenders are required to attend the registration meeting and competition briefing on Friday, July 16th at 1.00pm in the competition venue, nightclub Onnela Vantaa
- The qualifying round for the will be on Friday, July 16th, starting at approximately 3.00pm.
- The final round will be on Friday, July 16th, starting at 10pm.
- The prize money is 8,500€

All finalists will receive a cash prize and the top three will also receive a trophy or a plaque.

Registration:

- To register competitors need to download the **registration form** from www.vipbartenders.fi, fill it out and then send it via email to info@vipbartenders.fi to reserve their spot to the competition.
- All bartenders are required to attend the registration meeting on Friday, July 16th at 1.00pm in the competition venue, nightclub Vantaa Onnela (if you are not in the meeting at 1.00pm you will not compete in the competition!)
- Registration fee is 100€ and it`s collected in cash BEFORE the registration meeting begins at 1.00pm.

Registration fee (100€) includes:

- competition entry
- competition t-shirt
- accommodation in Holiday Inn Vantaa Airport Hotel from Thursday 15th to Saturday 17th of July (=two nights, and YES, this is true, U don`t have to reserve anything yourself, we`ll do it for you, this really is included in the registration fee!!!)
- 2-day entry pass to Flamingo Spa & Wellness Center (next to the competition venue)
- free ride from the airport to the hotel when U arrive
- free ride from the hotel to the airport when U depart
- VIP-entry to the finals
- also other special offers to be announced later

Hotel:

- official hotel of Onnela Flair Masters 2010 is Holiday Inn Vantaa Airport –hotel, you can visit the hotel`s website from the address below
(http://www.finland.holidayinn.com/hotellit/vantaa-airport/en_GB/vantaa-airport/)
- hotel is located on only 500 meters from the completion venue
- there`s also a special offer for non-competing guests, 45€/person in a double room per night with a promotion code FLAIR (ask timppa@vipbartenders.fi for reservation details)



Prize Money:

- The prize money is 8,500€
- All finalists will receive cash prize and top three will also get a trophy or plaque.
- 1st place 4000€ + trophy
- 2nd place 2000€ + trophy
- 3rd place 1000€ + trophy
- 4th place 400€
- 5th place 300€
- 6th place 200€
- 7th place 100€
- 8th place 100€
- Special bonus prize available to any of the finalists:
“Sponsors Choice Award”
400€ for best overall use and promotion of sponsors products!

SCORING – Total of 320 Points Available, WFA scoring system

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 you are 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.

DRINKS

(20 extra points available)

10 Points per each drink, judges will look for right amount of ingredients, procedures, napkins, straws, garnish and that everything look professional, after all, this is still bartending (right?!!!!)

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 flaring 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 two drinks 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.

DRINK RECIPES

1. Sponsors Special (Working flair drink)

2cl Smirnoff Vodka (1/3 full bottle)
2cl Volare Strawberry (1/3 full bottle)
2cl Modo Margarita Mix (1/3 full bottle)
Shake with ice and strain to the small cocktail glass (supplied)
Add a splash of Battery Energy Drink to top the drink (supplied in a can)

Organizer will supply every product needed to make this drink.

2. VIP All Night Long (Exhibition flair drink)

2cl Smirnoff Vodka
2cl Volare Pisang
2cl Modo Peach
2cl Competitors choice (any liquid)
Fill up with Battery Energy Drink to the 10oz glass (supplied)
Garnish with a lime wedge

Organizer will supply lime wedges, enough Modo Syrups and Battery Energy Drink needed to make this drink, and three empty(3) bottles of Smirnoff Vodka and three empty(3) bottles of Volare Pisang for each competitor (only to their routine, NOT for warming up!!!), everything else is responsibility of the competitor.



Competitors can use as many and any clear, un-tinted glass bottles for their 2cl choice for their liquid. 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) WFA Grand Slam or organizer`s stickers.

No competing liquors, mixers or energy drinks will be allowed as ingredients. All extra ingredients, juices, garnishes or tools are the responsibility of the competitor. All bottles used must be product specific. We will check out all of your flair equipment before competitor enters to the stage, so please respect the rules!

COMPETITION TOOLS

- **Doimo Trolley Plex Station** – competitors can set up the bar any way they choose.
- **Bottles** – some 700mL sponsor bottles will be supplied, but competitors are encouraged to provide as many of their own bottles as possible (all bottles used in the working flair drink are 700mL)
- **Glassware** – Arcoroc Cocktail 15cl and Granity High Ball 31cl
- **Pour Spouts** – Spill Stop #285-50 (working flair) and any free flowing plastic spouts (exhibition flair)
- **The competitor choice bottles** can have no more than three (3) strips of tape and / or two (2) WFA Grand Slam or organizer`s stickers.

Best Regards & Welcome to Finland in July!

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