



# FLAIR BATTLE ROME 2011

## NOVEMBER 7th/8th

Flair Battle Rome 2011 is organized by FBS - Flair Bartender's School a.s.d. **Qualification round will take place the 7th of november for italian competitors and the 8th of november for world open.** Final will take place during the evening of the 8th of november.

All the infos about the event are available on [www.f-b-s.it](http://www.f-b-s.it) or [www.worldflairassociation.com](http://www.worldflairassociation.com).

**The admission fee is €80,00 to be paid via bank transfer no later than october 31st, and to enroll you must fill in the form, which is available for download on [www.f-b-s.it](http://www.f-b-s.it), and fax it to 0699709845**

**BANK DATA:** FBS FLAIR BARTENDER'S SCHOOL A.S.D. - INTESA SAN PAOLO - **IBAN:** IT 94 E 03069 05068 100000000603  
**BIC/SWIFT:** BCITITMM - **CIN E - CAUSALE:** FLAIR BATTLE ROME 2011 / NAME COMPETITOR

## PROGRAM

### 7 NOVEMBRE

**ore 09.30** CHECK-IN

**ore 10.30** BRIEFING

**ore 11.00 - 18.00 ITALIAN QUALIFYING COMPETITOR**

### 8 NOVEMBRE

**ore 09.30** CHECK-IN

**ore 10.30** BRIEFING

**ore 11.00 - 18.00 WORLD OPEN QUALIFYING**

**ore 19.30** BRIEFING

**ore 20.30** FINAL START

**ore 23.00** WINNERS AWARD

**ore 23.30** AFTER PARTY

## CASH PRIZE € 7000!

1th Place € 3500,00 + 1000 Pt w.f.a.

2nd Place € 1500,00 + 950 Pt W.f.a.

3rd Place € 800,00 + 900 Pt w.f.a.

4th Place € 450,00 + 850 Pt w.f.a.

5th Place € 250,00 + 800 Pt w.f.a.

6th Place € 100,00 + 750 Pt w.f.a.

7th Place € 100,00 + 700 Pt w.f.a.

8th Place € 100,00 + 650 Pt w.f.a.

9th Place € 100,00 + 600 Pt w.f.a.

10th Place € 100,00 + 550 Pt w.f.a.

best trick simystyle opener bracelet € 300,00

## RULES

- The violation of these rules implies the elimination from the battle.
- Damaging or bad behaviours towards the competition and the sponsors imply elimination from the battle.
- Competitors must attend the briefing at 11am, where the exhibitions order will be decided.
- Categories are male and female Single Tending.
- No Team Tending is allowed, and no underage competitors.
- The first ten (10) competitors will succeed to the finals.
- The exhibition order for the finals will be the opposite of the qualifications results: the first one to perform at the finals will be the last in the qualification results.
- Competitors aren't allowed to wear logos which are rival to the sponsors, or to have them on their accessories.
- Competitors are allowed to choose, together with the official competition DJ, a soundtrack for their exhibition. They can also bring one of their own, in which case they have to have it on a cd. **No mp3 files will be allowed.**
- Competitors are allowed to exercise and warm up only in the provided room (the Flair Room). They are responsible during the whole event for their own safety and for any possible damage to objects or persons.
- The official sponsors for Flair Battle Rome 2010 are Bacardi-Martini, P.V.M. Flair, Simystyle, ISI Ghiaccio, Skipper The Bars.

- Competitors are allowed to use their own equipment (mixing tin, bar spoon, muddler, ice scoop etc), as long as they don't have any logos. The staff will only provide the equipment arranged by the official FBR2010 set up.
- Will be given an evaluation and subsequent award a side for the trick with the proposed Simystyle opener bracelet. The competitors can decide whether to keep the bracelet during the performance, or remove it.
- Competitors are allowed to use their own bottles for the free choice drinks, as long as they have been labelled with the labels provided by the staff.
- The bottles of the sponsors must be used with the original label, and it must be intact.
- Competitors are allowed to tape the bottles before the competition.
- Bottles must be set only by the staff.
- Bottles must not be filled with juices, syrups or premixes.
- Bottles used for warm up during the **Working Flair** will be filled for half their capacity (35cl) and be endowed with metal pour.
- Bottles used for warm up during the **Exhibition Flair** will be filled with 1/2 oz. of product and endowed with plastic pour.
- The staff maintains the right to modify these rules.



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### QUALIFICATION

→ Competitors have **4 minutes** to prepare **2 drinks**, with Working Flair and Exhibition Flair technique.

#### WORKING FLAIR BACARDI & COLA

Glass: juice glass

Tecnicque: build

Ingredients: 1 ½ oz Bacardi Superior 0,70 l  
fill Cola

Garnish: lime slice

#### EXHIBITION FLAIR BACARDI & COLA

Glass: juice glass

Tecnicque: build

Ingredients: 1 ½ oz Bacardi Superior 0,70 l  
Fill Cola

Garnish: lime slice

### FINAL

→ Competitors have **7 minutes** to prepare **2 drinks**, with Working Flair and Exhibition Flair technique, and optionally a free choice drink with Exhibition Flair technique.

→ Competitors must wear the provided t-shirt throughout the final round

#### WORKING FLAIR BACARDI & CRANBERRY

Glass: collins glass

Tecnicque: build

Ingredients: 1 ½ oz Bacardi Superior 0,70 l  
Fill Cola

Garnish: spicchio di lime

#### EXHIBITION FLAIR BACARDI & COLA

Glass: collins glass

Tecnicque: build

Ingredients: 1 ½ oz Bacardi Superior 0,70 l  
Fill Cola

Garnish: lime slice

#### EXHIBITION FLAIR OPTIONAL DRINK

→ INFORMATION FBS Flair Bartender's School T/F +39 06 76961004  
ARMANDO DEL FIORE M +39 393 9678457 E-MAIL FLAIBATTLEROME@GMAIL.COM

### POINTS (WFA SCORING SYSTEM)

**VARIETY (50PT):** 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 (50PT):** 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 (50PT):** 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 (50PT):** 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 flaring style. We don't want to see you stopping to adjust grabs, or not putting your moves together well.

**BALANCE (25PT):** 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 (25PT):** 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 (25PT):** Very straightforward! How well are you flaring 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 flaring? Your routine should be choreographed from beginning to end.

**COMPOSURE (25PT):** 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 posses these abilities.

### DEDUCTION

**SPILL (-2PT)**

**DROP (-3PT)**

**BREAK (-10PT):** in case of A break inside the work station a deduction for spill, drop & break will be apply

**MISSING DRINK (-40PT)**

**MISSING INGREDIENT (-5PT)**

**OVERTIME (-5PT PER SEC). Bonus first 5 seconds**

