

“A Flair Tandem Challenge”
Professional/Student Category

MECHANICS

1. The competition is open to all HRM Students and participants should be in pair (tandem).
2. All participating school should form a group of two members/participants. (tandem)
3. A group participant should be in the same school. A group participant with different schools is not allowed.
4. A group participant must be currently enrolled as HRM/Tourism Student, CHED Bartending ladderized course or TESDA Accredited training center.
5. Each school will only be allowed to have ONE (1) group participant.
6. Submission of entry / registration shall not be later than _____ at PBL office, Ground floor, Caballero-Brinas Bldg. Carmen, Cagayan de oro City Telefax no.(088) 858-7324.
7. You can also E-mail your entry to pbl_cagayandeoro@yahoo.com or jamaican_iso9000@yahoo.com
8. All entry recipes will be screened and validated in conformity to the established rules. The organizer reserves the right to reject any entry that does NOT conform to the established rules.

RULES OF THE COMPETITION

RECIPE

1. Each group contestant (tandem) shall create four (4) signature cocktail drink recipe for exhibition flair and one (1) standard recipe for working flair.

EXHIBITION FLAIR

2. Each contestant shall create four (4) servings of cocktail drink recipe.
 - a. The maximum number of ingredients must not exceed seven (7) including drops and dashes.
 - b. No more than 70ml. alcoholic beverage should be used in the recipe.
 - c. Any alcoholic beverages may be used.
 - d. Any non-alcoholic beverages could be used as mixers / modifiers.
 - e. Fruits and / or juices blended or combined into one shall be considered two or more ingredients; i.e. pineapple / orange juice = 2 ingredients.
 - f. No pre-mixed or homemade ingredients are allowed. Extracting or blending of any ingredients shall be done in the preparation room.
 - g. Dairy products and their substitute are not allowed, except for egg(s) and / or milk, fresh or otherwise.
 - h. Heated ingredients are not allowed in the recipe i.e. coffee, teas.
 - i. No food and artificial essences are allowed.
 - j. All measurement units for beverages in the recipe shall be expressed in milliliters (ml.), drops and dashes as the case may be (1oz. = 30ml.)
 - k. The cocktail drink may be shaken, stirred, blended in a blender machine or build method.
 - l. The name of the cocktail must be relevant to the presentation and taste of the drink.
 - m. The drink recipe shall be written in an official entry form to be provided by the organizer.
 - n. The organizer reserves the right to have exclusive property of all submitted entry recipes.

GARNISHES

3. Garnishing (s) shall be made of edible fruits and / or vegetables, no artificial or manufactured items are allowed i.e. paper parasol, dolls.

- a. Garnish shall be cut and prepared in a common preparation room. Bringing of pre-cut garnishes is not allowed.
- b. Garnish may be put on to the glasses either at the start or after the performance of the concoctions on stage and are included in the time allotted.

TOOLS / EQUIPMENT / INGREDIENTS

4. Contestants shall provide all ingredients, equipments (including blenders) tools and / or other paraphernalia to be used in mixing and stage performance.
5. Borrowing of any materials, equipment, glasses, ingredients and the like from fellow participants is strictly not allowed.
6. Tools, ingredients and equipments for working flair will be provided by the organizer for the **working flair only**.

TECHNICAL RULES

7. During the competition proper, one member of the tandem shall pick one recipe entry for working flair and shall prepare on the spot in five (5) minutes time limit and shall prepare on the spot four (4) portions of their drink in another five (5) minutes time limit for the exhibition flair (signature drinks, with full garnishes. It shall be presented to the tasting jury for evaluation.
 - a. The five-minute routine performance for working flair commences as soon as the music starts and upon signal by the emcee. Time will stop as soon as the participants raise both hands and bows. Side-show or any theatrical entrance is included in the allotted time of performance.
 - b. The five-minute routine performance for exhibition flair commences as soon as the music starts and upon signal by the emcee. Time will stop as soon as the participants raise both hands and bows. Side-show or any theatrical entrance is included in the allotted time of performance
 - c. Points will be deducted if time goes beyond the five (5) minutes limit for the standard drink and five (5) minutes for the signature drink and will be automatically disqualified if it exceeds six (6) minutes for each category.
 - d. Upon signal of complete performance, participants cannot touch anymore his drinks by fixing straws, garnishes and / or finishing touches.
8. GSM Blue and TORANI Syrup bottles to be used in flairing shall contain at least 45ml for the exhibition flair. Juices and other mixers shall be at least one-third of the container. Emptying the contents bottles / container then flairing it, is NOT allowed. At the end of the performance all bottles / containers must contain at least 15ml. of the ingredients.
9. All bottles must be in FULL size i.e. half size and smaller ones are NOT allowed (except for sponsored products, if any)
10. Only liquor bottles used in the recipe could be used for flairing. Should more than one bottle will be used on his / her performance, the same brand and amount of content must be used with their original packaging and label.
11. Flairing of empty bottles or “juggling” props is NOT allowed.
12. Any flairing act / performance is allowed, except for naked flames. Obscene sexual acts are strictly forbidden.
13. Free-pouring style is required. Using of pourers is a must and it should not be removed from the bottles while flairing. Bottle with built-in pourer should be open when used for flairing.
14. Putting of electrical tape in the shaker and / or bottles is NOT allowed. When adhesive tapes is necessary to fixed pourers in the bottle, they should ask permission from the marshal who will assist them to do it.

15. Throwing ice, bottles, ingredients and / or materials to audience, judges or other persons is NOT allowed.

ATTIRE

16. Participants are encouraged to dress in a descent costume relevant to their theme. Wearing of sleeveless dress or casual clothes and open sandal is NOT permissible. They should wear their attire all the time during the competition up to the announcement of winners.
17. NO school logo or any identifying marks or brands of any products are allowed on their costume and props.

MUSIC

18. Participants should provide their own background music that is on CD / DVD form and must be cued to the start of the music. It must be labeled with the contestant name, code no.,(sequence) and the music title. In case the provided CD will not function properly during the performance, the DJ will automatically play an alternative music to avoid delay.

SEQUENCE AND PREPARATION

19. Participants will draw lot to determine sequence of performance. They will only introduce of their real name during awarding of certificates.
20. Participants should be in the preparation room at least ninety (90) minutes prior to the scheduled competition time. Late arrival will lead to disqualification. Marshals will be posted in the preparation room.
21. No assistants and / or coach will be allowed in the preparation area as well as in bringing materials and / or paraphernalia for flairing to the stage. Only the assigned stage assistants will be allowed to help the participants.
22. All the participants are not allowed to watch the actual competition. After their performance, they should go back to the preparation room.

JUDGING

23. The judges' decision is final and no correspondence will be entertained. However, any dispute will be settled by the appeals committee whose decision is final and executory.

JUDGING CRITERIA

WORKING FLAIR

Tandem Entertainment Value	8	pts
Ingredients selection	8	pts
Glassware selection	8	pts
Standard garnish	8	pts
Overall table presentation (Cleanliness and orderliness)	3	pts

	35	pts

TASTE AND PRESENTATION (working flair)

Taste	9	pts
Aroma	3	pts
Presentation	3	pts

	15	pts

EXHIBITION FLAIR

Technical Tandem Flair	10	pts
Difficult Tandem Flair	10	pts
Smoothness of Routine	3	pts
Equipment and Bottles Handling	3	pts
Spillage	3	pts
Timing	3	pts
Overall table presentation (Cleanliness and orderliness)	3	pts

	35	pts

TASTE AND PRESENTATION (exhibition flair)

Taste	6	pts
Aroma	3	pts
Garnish / Presentation	3	pts
Name relevance	3	pts

	15	pts

TOTAL MAXIMUM POINTS 100 PTS.