



## Galvin Cup 2012 General Rules

1- **THE COMPETITION IS OPEN TO ALL BARTENDERS, MEMBERS AND NON MEMBERS OF THE UKBG.**

2- Please email your entry to Stefano Cossio at [cossiostefano@gmail.com](mailto:cossiostefano@gmail.com) by the 15<sup>TH</sup> of April 2011 with Galvin Cup 2012 Entry on the subject line.

3- A limited amount of spaces are available. **In the case of too many entries** the Galvin Cup Committee will select the best recipes by the following **criteria in order of importance:**

- a. Compliance with the rules
- b. Only 1 entry per bar
- c. UKBG membership
- d. Originality

4- Competitors to make 2 cocktails: a Classic Cocktail and their own creation.

5- **3 portions for each recipe will be sufficient.**

6- Ingredients can be measured using a measuring cup/jigger or free poured.

7- Hot mixes/cocktails are not allowed.

8- Competitors are expected to use **their own bar utensils, ingredients and glasses to prepare the cocktails.**

9- Beefeater Gin and Chivas 12 years old **will be provided.**

10- Garnishes will consist only of edible fruit or vegetable.

11- Garnish decorations will not be arranged so as to display identifiable signs.

12- Each competitor shall be limited to **ten (10) minutes** in mixing of the 2 recipes, including assembly of the garnishes.

13- The Classic Cocktail **must be served first.**

14- Competitors will be allowed 15 minutes to prepare their garnishes before going on stage. Only edible garnishes prepared during the final by the competitors will be accepted.

### **CLASSIC COCKTAIL RULES**

- 1- Competitors to make a Classic Negroni with Beefeater Gin (Beefeater 24 is not allowed), Campari and Sweet Vermouth.
- 2- No infusion of ingredients or garnish is allowed.
- 3- The Vermouth must be sweet vermouth, the brand is the competitor's choice
- 4- Garnish must be citrus.
- 5- Campari or a bitter in similar style to it must be used. Other bitters will not be accepted.
- 6- Any substitutions and questionable ingredients in a competitor's original recipe must have the approval of the UKBG Committee before mixing.

### **OWN COCKTAIL RULES**

- 1- Each competitor must submit a recipe containing a minimum of **35cl (35ml) of Beefeater Gin** (Beefeater 24 is not allowed)
- 2- The recipe shall be an original creation and must not contain more than **6 (six) ingredients** including syrups, fruit juices, dashes and drops.
- 3- More than **one base alcohol is accepted**.
- 4- The content (volume) of alcohol in the drink recipe **will not exceed seven (7) cl.**
- 5- **One (1) Homemade ingredient** is allowed for this recipe. Infusions will count as homemade ingredient. **The infusion of Beefeater gin is not allowed.**
- 6- Any substitutions and questionable ingredients in a competitor's original recipe must have the approval of the UKBG Committee before mixing.

### **Final Shake Off (professional Bartenders only)**

- 1- The Final winner of the professional be decided with a final shake off
- 2- **CHIVAS REGAL 12 YEARS OLD WILL BE USED FOR THE FINAL SHAKE OFF THE REST OF THE INGREDIENTS WILL BE IN MYSTERY BOX.**
- 3- **COMPETITORS WILL BE ASKED TO PRESENT THEIR FINAL CREATION. THE PRESENTATION WILL BE PART OF THE FINAL SCORE, THE JUDGES WILL BE LOOKING FOR CREATIVITY AND ORIGINALITY OF THE COMPETITOR AND THE COCKTAIL.**

## **JUDGING**

1-Each Judge will mark their scoring sheet with their preference of scoring in each of the three criteria: Excellent, Very Good, Good or Fair. The Judges will also mark the “Overall Impression” of the Drink with: Excellent, Very Good, Good or Fair.

2-Overall Impression of Drink will be used **ONLY** in case of a tie. They will not be counted only until such a time that there is tie.

3-In case of still a tie the highest scoring taste will prevail

<b>APPEARANCE</b>	<b>AROMA</b>	<b>TASTE</b>
EXCELLENT –	EXCELLENT	EXCELLENT
VERY GOOD -	VERY GOOD -	VERY GOOD-
GOOD -	GOOD-	GOOD -
FAIR	FAIR	FAIR

### **Overall Impression of Drink**

EXCELLENT - 4 Points	VERY GOOD - 3 Points	GOOD - 2 Points	FAIR - 1 Point
----------------------	----------------------	-----------------	----------------

## **FINAL SHAKE OFF**

There will be an additional score for Presentation which will be part of the final score.

### **Technical Jury for Efficiency**

1-The Technical Jury for Efficiency will have a bearing of 20% of the maximum overall score of the drink.

2- The points depicted in each criteria can be scored from a scale of 0 to a maximum of 2 or 3. For example: In the ‘Presentation of Bottles’, a competitor may receive 1 point or 2 points on efficiency. If a competitor failed to present the bottles with label facing the audience, he or she may receive “0” points.

3- Please see the next page for a copy of the technical jury sheet.

## Galvin Cup Technical Jury Sheet

Judge: \_\_\_\_\_ Signature: \_\_\_\_\_

Contestant No: \_\_\_\_\_

Each competitor starts with 30 points, with points being deducted for the following:

	Maximum Deduction	Deducted Points
1. <b>Not Chilling Glassware:</b> you must ensure that glassware is chilled <b>before</b> pouring your cocktails	3	
2. <b>Not Emptying Excess Water:</b> you must ensure that you empty the excess water from the glasses before you pour the cocktails.	2	
3. <b>Presentation of Bottles</b> Consider that bottles are facing audience	1-2	
4. <b>Improper handling of equipment and glassware:</b> is your glassware clean, and are you using your tools properly when making the drink.	3	
5. <b>Not using ice scoop or tongs:</b> for hygienic and professional reasons, you must use an ice scoop and tongs when putting ice in your drink and for placing the garnish.	1-3	
6. <b>Spillage:</b> you must ensure that at <b>all stages</b> of the drink making process that you don't spill anything outside the shaker or the glass.	3	
7. <b>Overpouring/Underpouring:</b> you must ensure that your portions are correct when making the drinks and that you are not topping up with ice to cover for short pouring and/or leaving unpoured product in the shaker.	1-3	
8. <b>Unnecessary handling of fruit and garnishes:</b> handle the garnish when you are finishing off the drink, as repeatedly handling the garnish looks unsanitary and unprofessional.	1-3	
9. <b>Social Skills/Overall Presentation:</b> Show knowledge of the sponsor. Explain the ingredients you used and why. Look as confident & relaxed as you can when you are making the drink, and ensure that the drink you present is one you would want to receive.	1-5	
10. <b>Exceeding Time Limits:</b> you have 10 minutes to complete the drinks. If you exceed this time, you will receive an automatic deduction of 3 points, and after an additional extra minute you will be asked to stop pouring your drink.	3	
<b>Total Points</b> (Subtract total deductions from 30)	30	