

IBA MACAU WCC 2026 FLAIRTENDING COMPETITION

Welcome to IBA World Cocktail Championship Macau 2026. Please see here all your rules and details. WCC FLAIR qualification rounds and the World Flair Final will be held during 2 separate days of the WCC competition. From the qualification round, Top **8 EIGHT** of the highest scoring competitors will proceed to the Flair Final as our finalists.

Flairtending Rules: WCC

- 2.1 All competitors will participate in a Qualifying Round.
- 2.2 Competitors must produce 4 portions of their original Cocktail Recipe during their routine, both in the qualifying and final round.
- 2.3 WCC Flair routines should not exceed 5 minutes.
- 2.4 Competitors must dress professionally either representing their National Association or themed appropriately and obscene acts, names and/or gestures are not permitted.
- 2.5 Our sponsored products for FLAIR 2026 are **MONIN**. These products must be included a minimum of 1.5cl in your original WCC Cocktail recipe entry- Please refer to the official WCC Sponsors Product List attached. and **HOMEMADE IS NOT ALLOWED.**
- 2.6 Any style of cocktail may be created.
- 2.7 The drinks will be scored on appearance, decoration, aroma, and taste (Refer to Tasting score card attached)
- 2.8 Competitors will have 15 minutes to prepare the garnish and an additional 5 minutes to make the juices, they will be penalized if they exceed the time limit -15 points
- 2.9 Unbranded clear bottles, they MUST not be recognizable non-sponsored bottles. IBA recommends CLEAR bottles to be used with IBA stickers, IBA will provide stickers to the competitors at the briefing.
- 2.10 Competitors are required to bring their own empty bottles for the routine. Bottles must be filled under the presence of the WCC Flair Committee on the scheduled time before the competition. The IBA or host country will not be able to provide empty bottles.
- 2.11 Each bottle for the flairtending routine must contain at least **1.5cl of liquids** for exhibition flair and **30cl bottle for working flair liquids, mandatory only metal pour for working flair.**
- 2.12 Bar-backs must be used during the routine (the host country will appoint bar-backs, competitors may provide their own).
- 2.13 All equipment and bottles will be stored in crates and kept neatly in the backstage area under WCC Flair committee supervision..
- 2.14 Sponsor Bottle presented on stage must be clean and have a current label. Please ensure that the MAIN SPONSORED PRODUCT «**MONIN**» are always visible on the bar top at the end of your routine. This is included in your scoring.
- 2.15 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 **30 mm**.
- 2.16 Breakages: -10 points per break (bottles or glass) if a bottle or glass breaks over the bartop or ice well the cocktail will be disqualified and given NO POINTS for drinks scoring. Only Flair technical score will be allocated
- 2.17 Cocktails equally portioned. not uneven -5 points per cup, and if the shaker contains more than 5cl at the end of the routine -5 points.
- 2.18 The timer countdown is stopped when the competitors raise their cocktail and present it to the judges OR when competitors step back away from the bar, OR when they raise their hands to indicate they are done.
- 2.19 Competitors must provide their own USB memory stick to the WCC. Please hand in at the WCC FLAIR BRIEFING where testing will be done! It is recommended to bring a backup copy containing your 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)
- 2.20 The IBA Code of Conduct must be followed and adhered to at all times.
- 2.21 Competitors must be at the backstage reporting area thirty minutes before competing or they will be penalised by WCC judges.
- 2.22 Competitors will be given five minutes to set-up their barstation on stage.
- 2.23 **FINALS- Top 8 advance to the final, the rules are the same as in the qualifying round, with the exception of having to serve a shot of BAIJIU that includes at least one flair move during the routine.**

WCC FLAIR Awards & Prizes

WCC FLAIR CHAMPIONS AWARDS (1st, 2nd and 3rd Place): The Flair competitor with the highest combined technical and cocktail score at the Flair Final will be proclaimed IBA WCC Flair Champion. Prizes for 1st Place, 2nd and 3rd will be awarded to Championship Winners.

BEST FLAIR COCKTAIL AWARD:

The flairtending competitor with the highest scoring cocktail from the Tasting Judges in the Qualification round (no results Included from the technical score for performance) will receive the Best Flair Cocktail Award prize.

COCKTAIL ART AWARD

The cocktail with the best design (best-looking drink) of the Preliminary Round will receive the award.

IBA SHOWMAN OF THE YEAR:

Awarded to the Flair Bartender who presents the most entertaining and creative show of the WCC.

EAGLE REWARD PRIZE

The competitor under the age of 24 with the highest combined tasting and technical score in either the WCC Classic and Flair competition will receive the award.

Competitors' dates of birth must be provided upon recipe submission.

BEST FLAIR MOVE

Best Flair Move will be awarded and selected from the qualification round.

Overview of Judges Flairtending: Technical Judges

The Official Judging panel will comprise of: OFFICIAL IBA FLAIR CERTIFIED AND TRAINED JUDGES

IBA Vice President Flair
Technical Judges
Tasting Judges Panel
Flair Support Team

The IBA Vice President Flair enforces the competition rules and any infringement will be appropriately penalised. **Infringements of the competition rules will result in a penalty of one hundred points for each infringement.** The Vice President Flair and WCC FLAIR COMMITTEE will also perform the following duties:

- 4.1 Check the preparation, ingredients, quantities and equipment before the routine.
- 4.2 Deduct any points from the final score depending on the infringements committed.
- 4.3 Arbitrate in the event of any disputes.

Technical scoring: each Technical Judge in Flairtending Competition may award up to a maximum of 340 points- Please refer to the official WCC Technical Score Form attached.

Tasting scoring: Taste Judges in Flairtending Competition may award up to a maximum of 75 points- Please refer to the official WCC Tasting Form attached.



IBA- WCC FLAIR TECHNICAL FORM

COMPETITOR N°

COUNTRY-

<u>POSITIVE SCORES</u>	<u>MAX.POINTS 340</u>	<u>ADDED</u>
Showmanship	60	
Originality-Creativity	80	
Difficulty of Moves	80	
Execution	80	
Working flair	40	
TOTAL POSITIVE POINTS	—————→	
<u>NEGATIVE SCORES</u>		<u>DEDUCTED</u>
Drops	-2	
Spills	-1	
Fumbles	-1	
Breakage	-10	
Bar Station cleanliness	-5	
Sponsors bottles at the top of the Station	-10 points every bottle	
Cocktails equally portioned- not uneven	-5 points per cup	
Garnish time penalty	-15	
Missing Ingredients	-15	
Time:.....Min.....Sec	-10 Points deducted every 10 seconds over the time limit.	
TOTAL DEDUCTED POINTS	—————→	

Judge Name-

TOTAL POINTS –

 IBA - WCC FLAIR TASTING FORM			
COMPETITOR N°		COCKTAIL N°	
TOTAL 75 POINTS (ADD 3 JUDGES)			
APPEARANCE	RANGE	ADDED	COMMENTS
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	RANGE	ADDED	COMMENTS
Balance/pleasant/Fragrant	Excellent 9-10 Very good 6-8 Good 4-5 Fair 1-3		
TASTE	RANGE	ADDED	COMMENTS
Flavor (sour/dry/sweet) Balance (sweet/sour) Finish (pleasant/negative/wanting more/finish length)	Excellent 30-35 Very good 20-29 Good 10-19 Fair 1-9		
GARNISH & DECORATION	RANGE	ADDED	COMMENTS
Neatness/Originality	Excellent 12-15 Very good 8-11 Good 4-7 Fair 1-3		
TOTAL/75 Points			
Judge: Name & Signature		Competitor: Name & Signature	

Showmanship- 60 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- 80 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 originality.

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- 80 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- 80 Points Max

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

Working flair- 40 Points Max

Bottles must contain at least 30cl of liquid and metal pour.. Originality, difficulty and variety of movements and objects are key points.