

Dyynit FLAIR

17.8.2026

KALAJOKI, FINLAND

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VENUE

COMPETITION

Beach Bar Surffari

Tuomipakkaintie 20, 85100 Kalajoki, Finland

AFTER PARTY

Ravintola Dyyri

Dyyritie 4, 85100 Kalajoki, Finland

REGISTRATION & PAYMENT

Register at lahjakortti.sandykelt.fi

Competition fee: 50 €

Includes free lunch and soft drinks at Beach Bar Surffari on the competition day, the official competition t-shirt, and drink coupons.

The 25 competitor spots will be filled in order of registration. Spots go fast, so act early!

PRIZE MONEY

1ST PLACE: 2,000 €

4TH PLACE: 300 €

2ND PLACE: 1,000 €

5TH PLACE: 200 €

3RD PLACE: 600 €

6TH PLACE: 100 €

BEST NEWCOMER 100 € GIFTCARD

LESS THAN 5 COMPETITIONS

JUDGES



**LUPU
FLAVIUS**



**TIMPPA
NYSSÖNEN**



**OLIVER
DEAK**

GENERAL RULES

Qualifying round starts **at 11 am**. 25 competitors max.

Final round starts **at 7.30pm**. 8 competitors max.

STATION SETUP

Set up time: **2 min.**

ON STAGE

Duration of the routine:

Qualifying round: **4 min.**

Final round: **6 min.**

The Flairco™ Portable Bar:



DRINKS

QUALIFYING ROUND

One (1) Rum & Ginger Ale

Ingredients:

4 cl Rum

Top with Ginger Ale (bottle)

Garnish with a slice of lime

Method of preparation:

Build over cubed ice in a rocks glass.

Napkins and straws are optional.



Example of
the glass shape

FINAL ROUND

One (1) Daiquiri

Ingredients:

4 cl Rum

2 cl fresh lime juice

1 cl sugar syrup

Method of preparation:

Shake over ice and strain into
a coupe glass.



Example of
the glass shape

One (1) Own Creation Cocktail

(Please name your drink)

Ingredients:

At least 2 cl Captain Morgan rum

Drink category: Bartender's choice

Method of preparation: Bartender's choice

Homemade ingredients are allowed.

Trays, garnishes, and other condiments are also allowed.

The **own creation cocktails will be judged** by the Contratto Vermouth brand ambassador and scored **from 1 to 10 points**. These points will be added to the total score.

Bartenders may use both working and exhibition flair techniques in any order when making the cocktails.

The organizer will provide all ingredients for the Rum & Ginger Ale, Daiquiri, and Captain Morgan (for the own creation cocktail), as well as basic supplies such as ice scoops and spoons. However, bringing your own barware is recommended.

BOTTLES

Competitors may use any bottles they wish, as long as the original **labels are removed** and the bottles have **stickers** (WFA/Dyynit/Surffari, etc.), except for the sponsor products. The organizer will provide stickers for each competitor.

Each bartender must use the Captain Morgan **at least once** during their routine, and in the finals, they must also use the Captain Morgan **bottle at least once**.

The Captain Morgan Rum bottles will be provided half full by the organizer.

All bottles used for **working flair** must be set at least **half full**. All bottles used for **exhibition flair** must be at least **15ml (1,5cl)** of liquid. Bottles will be randomly checked by judges.

OTHER

At the end of the routine, the competitors must have placed both **the drinks and the sponsor products on top the bar**, with the labels facing forward.

Only two bar backs are allowed on stage at any time per competitor.

Competitors must wear the official competition t-shirt on stage during their performance.

MUSIC

Music for each competitor's routine must be sent to the organizer's **Google Drive folder** in mp3 or wav format **by Sunday, August 16th**, at the latest.

The file should be named with the competitor's first and last name and indicate whether it is for the qualifying or final round.

SPONSORS AND SUPPORTERS

CAPTAIN MORGAN

The main sponsor of the competition is Captain Morgan(Hartwall). Each competitor is required to use the Captain Morgan bottle at least once during their routine.

In the qualifying round, each competitor must make one Rum & Ginger Ale with Captain Morgan

In the finals, each competitor must make one Daiquiri with Captain Morgan.

Each finalist must use Captain Morgan at least once during their final routine. Captain Morgan must be used as an ingredient in their own creation cocktail.

WORLD FLAIR ASSOCIATION

Dyynit Flair 2026 is a WFA Open competition. The competitors will earn valuable points.

Please ensure you have registered on the WFA's website: worldflairassociation.com.

If you have any issues, email andy@worldflairassociation.com.

Instagram:
[@worldflairassociation](https://www.instagram.com/worldflairassociation)

SCORING SYSTEM

ORIGINALITY	50
DIFFICULTY	50
CHOREOGRAPHY	50
SHOWMANSHIP	30
EXECUTION	30
FLOW	20
BARTENDING SKILLS	10
OWN CREATION (IN THE FINAL)	10
MISCELLANEOUS	-2
MISSING DRINK	-20
DROPS	
No Drop Bonus:	+5
1–2 Drops:	0
3–5 Drops:	-2
6–9 Drops:	-3
10+ Drops:	-5

ORIGINALITY: 50 POINTS MAX.

Showcasing your original moves, ideas and shows whilst making amazing drinks. Flair is so diverse and is constantly changing every year, so we want to see what you have to offer.

Do you have your own moves, your own style and type of music? What about the way you move, and how you present yourself. Are you bringing something new to the stage or just copying what you have seen other bartenders doing?

Being original, is showing us your character, personality and imagination through your flair and skills. It's not about doing everything that you have seen someone else doing.

DIFFICULTY: 50 POINTS MAX.

We do like to see “big” moves, and we like to see difficult moves as it helps progress the art of performance flair bartending. This doesn’t mean that being difficult means you are going to win the competition though.

Being difficult isn’t the only part about your routine that you should focus on, and picking up multiple objects doesn’t necessarily mean you are being more difficult.

Judges will be looking for your sequences, not just your moves. For example, a bottle and tin sequence can be a lot more difficult than a six tin bottle move.

Remember this is about how difficult your whole routine is, so it also comes down to how difficult is the show you are performing. For example, flairing to the music with difficult moves is much harder than just performing a hand stall, or dancing to the music.

CHOREOGRAPHY: 50 POINTS MAX.

Many years ago flair routines were made up on the spot. Bartenders used to freestyle all the time, and sometimes this worked, but many times it didn't. We've reached an age of flair, where 95% of the bartenders are making a routine, to music.

The music is a large part of your routine, and something that should be unique to YOU. Flowing with that music and taking the crowd on a journey for 5 mins is what you need to think about. You have control over the audience for the time you are on stage, and a well choreographed routine will bring the best performance you can give.

In this category we will be looking at how balanced your routine is. The fumbles you make will bring your points down here, and the smoothness of your routine will affect your score.

SHOWMANSHIP: 30 POINTS MAX.

This is about how you present yourself and how you connect with the crowd. Are you smiling, having fun, and making people excited to watch you?

Do you look confident, in control, and like you belong on that stage?

Showmanship is more than just tricks — it's about personality. Eye contact, facial expressions, energy, and stage presence all matter. Are you making people care about what you're doing, or are you just going through the motions?

We want to see someone who commands attention and entertains the audience, not just someone doing flair for the sake of it.

EXECUTION: 30 POINTS MAX.

This is about how clean and consistent your flair is. Are you hitting your moves properly, catching clean, and keeping control of your tools? A great routine with messy execution won't impress the judges.

Fumbles, long pauses between moves, spills, and bad catches all add up here. It's not just about avoiding drops — it's about the precision and polish of everything you do.

The best flair bartenders make the hard stuff look easy. That's what we're looking for in this category.

FLOW: 20 POINTS MAX.

Flow is what makes your whole routine feel like one complete, continuous performance. It's not just about how smooth each move is — it's about how well everything fits together from start to finish.

We're looking at the overall rhythm, pacing, and how naturally your routine progresses. Does it build and evolve, or does it feel choppy and disconnected? Do you maintain momentum throughout, or are there awkward pauses and restarts?

Flow is what turns a series of cool tricks into a proper show. If everything feels seamless and connected, you'll score high here.