

# 2016 Summary of changes to rules for World Coffee In Good Spirits



To take effect in Shanghai WCIGS 2016

For internal use only not to be used in replacement of the WCIGS Rules, Please refer <http://www.worldcoffeeingoodspirits.org/rules/> to for complete Rules document.

## New Rule

### 2.0 THE COMPETITION

- A. The championship is comprised of two separate rounds: a preliminary and a final round.
- B. The preliminary round consists of two components:
  - a. SPIRIT BAR, where two coffee and alcohol based mixology drinks are created using a randomly selected type of alcohol and/or ingredients provided by WCE sponsors.
  - b. STAGE PRESENTATION, where two hot/warm coffee and alcohol-based designer drinks, and two cold coffee and alcohol-based designer drinks are produced.
- C. During the Spirit Bar, competitors have five (5) minutes of preparation time, and five (5) minutes of performance time in which they are to produce two identical drinks: coffee and alcohol-based mixology drinks created using the randomly selected type of provided alcohol, from a pre-selected list.
  - I. Just prior to the start of preparation time, the featured alcohol for the competitor's drink will be chosen by spinning a wheel, drawing a sheet of paper, or some other method of random selection, to be determined by the organizers. Competitors MUST use the alcohol and/or ingredients provided by WCE sponsors for the Spirit Bar to create the beverages.
  - II. The alcohol and/or ingredient sponsors for the Spirit Bar will be announced on the WCE website no later than 4 weeks prior to the event of the year.
  - III. NO espresso machine is provided at the Spirit Bar, but some brewing equipment and filter grinder may be provided. Competitors must bring their own brewing equipment for the Spirit Bar. Competitors are required to bring their own coffee.

*Reason: To better promote this competition to both audience and sponsors, we've decided to add an engaging bar competition to the preliminary round. It is also intended to motivate competitors to work on their creativity and bartending skills.*

## New Rule

### 2.0 THE COMPETITION

- D. During the Stage presentation, competitors have eight (8) minutes preparation time, and then ten (10) minutes performance time in which they are to produce four drinks: two hot/warm, coffee and alcohol-based designer drinks (both drinks must follow the same recipe), and two cold, coffee and alcohol-based designer drinks (both drinks must follow the same recipe).
  - I. Competitors MUST use the alcohol supplied by WCE sponsor for the current year in BOTH the hot and cold beverages The alcohol sponsor for the Stage Presentation and final round will be announced on the WCE website.
  - II. Competitors MUST use the espresso machine and grinder provided by WCE sponsor to produce EITHER the hot/warm or cold beverage in the preliminary round.
- E. The six top-scoring competitors will advance to and compete in the final round. In the final round competitors have eight (8) minutes preparation, and ten (10) minutes performance time in which they are to produce four drinks: two Irish coffees and two hot or cold, coffee and alcohol-based Signature drinks in which the alcohol supplied by WCE sponsor(s) used.

*Reason: We have extended both the preparation and performance time for this round. This will allow competitors more time to demonstrate their bartending and presentation skills, and engage the judges at a higher level while preparing their beverages. Also, this will allow for more time to brew coffee during the competition time.*

## New Rule

### 2.2 PRELIMINARY ROUND-SPIRIT BAR

- A. The competitor will use a randomly selected type of provided alcohol, from a pre-selected list. Just prior to the start of preparation time, the alcohol will be chosen by spinning a wheel, drawing a sheet of paper, or some other method of random selection, to be determined by the organizers.
- B. Once the alcohol has been randomly selected, each competitor has five (5) minutes preparation time and five (5) minutes performance time.
- C. Competitors are requested to remove their personal equipment from the stage quickly after their performance.
- D. Once the competitor's alcohol is chosen, the competitor is required to make two (2) identical drinks in total. The drinks should be coffee and alcohol-based mixology drinks, created within the five (5) minutes performance time.
- E. In the World Championship, competitors MUST use minimum of 10ml of the selected alcohol supplied by WCE sponsors in both beverages. The beverage created MUST highlight the selected alcohol, and any additional alcohols used must not overpower the featured alcohol. Non-compliance with this will result in a

zero score being given in the drink's "balance" and "overall impression" section from the judges. National Body competitions are not required to use the WCE sponsored alcohol. The alcohol and ingredient sponsors for the Spirit Bar will be announced on the WCE website no later than four (4) weeks prior to the event.

- F. There shall be one (1) competitor performing at a time.
- G. There will be a panel of three (3) judges: two (2) Spirit Bar judges and one (1) head judge. One of the two spirit bar judges may be chosen for their mixology expertise, and may not be a WCE certified judge.
- H. Competitors can produce their drinks by using any coffee and brew methods they choose to use. They may use any brewing equipment provided by WCE or bring their own filter brewing equipment. NO espresso machine will be provided at the Spirit Bar, but some of the sponsored brewing equipment and filter grinder may be provided.
- I. Competitors are allowed to add ingredients or alcohol to the provided alcohols and ingredients, with the exception of controlled or illegal substances. Competitors must provide their own bartending tools and glasses.
- J. All coffee should be brewed in the performance time. If coffee is brewed in the preparation time then this will result in the taste elements of the drink receiving a zero score, this includes the "balance", "creativity", and "overall impression" section. Competitors will be allowed to add a further brewed coffee element to their drink, e.g. a cold brewed coffee that is prepared in advance of their presentation as long as the MAIN brewed element of that drink is prepared in the performance time.
- K. The competition time will be stopped when competitors raise their hands and call time.

*Reason: This rule clarifies the Spirit Bar round. We expect 2~3 alcohols and/or ingredients be provided at the spirit bar. Each competitor will use a randomly assigned alcohol to create a drink during the competition time.*

#### **New Rule**

##### **2.3 PRELIMINARY ROUND-STAGE PRESENTATION**

- F. Competitors MUST use the provided espresso machine and grinder in the performance time to produce EITHER the cold or hot/warm drink. If NEITHER of the cold or hot/warm drinks are produced by using the provided espresso machine and grinder, then this will result in a zero score being given in all the taste elements of hot/warm drink.

*Reason: The penalty for non-compliance with the espresso machine and grinder requirement in the preliminary round is clarified.*

#### **New Rule**

##### **2.3 FINAL ROUND**

- G. The glasses for the Irish coffee will be provided by the WCIGS; no other glasses may be used. The glasses are up to 240ml in volume and the specific model will be announced to competitors prior to the event. The drink will score a zero from taste and technical/visual judges if the glass used is not the official glass.

*Reason: The size and type of Irish coffee glasses is clarified.*

#### **New Rule**

##### **3.1. COFFEE AND ALCOHOL-BASED MIXOLOGY DRINKS**

- G. If any of the drinks served do not use the provided alcohol and ingredients, the lowest scoring of all the taste scores, including "balance", "creativity", and "overall impression", will be given in the judge's score sheets.
- H. Edible garnish may be used but the drink must be drinkable and not become a dessert. The "balance" and "overall impression" scores will be deducted if the drink is deemed more "edible" than "drinkable", at the head judge's discretion.

*Reason: The penalty for non-compliance within the Spirit Bar is clarified.*

#### **New Rule**

##### **3.1. COFFEE AND ALCOHOL-BASED MIXOLOGY DRINKS**

- I. It may be necessary that competitors detail the ingredients and method for making their drink within the randomly assigned drink category before or after their Spirit bar performance time. A standard form will be given to fill out these details at the competitors briefing. The WCE shall reserve the right to publish such drink recipes at a later stage, with credit given to the competitor whenever possible.

*Reason: Competitor recipes may be used to promote the competition.*

#### **New Rule**

##### **5.2. GRINDER**

Competitors should use the provided grinder when they produce an espresso drink using the provided espresso machine during the competition. However, competitors have the option of using the official WCIGS grinder provided, bringing their own grinder(s) or using both the provided grinder and their own grinder for the other drink. Competitors should grind the coffee during the performance time of both the

preliminary and final round. Otherwise, it will result in a zero score being given in the Coffee Brewed Professionally section from the technical/visual judge. Competitors may not use more than two grinders during their performance, otherwise the competitor will receive zero (0) points for the Coffee Brewed Professionally category on the Technical/Visual Judge scoresheet. A grinder is defined for this competition as a paired motor and grinding surface.

*Reason: With the extended preparation and competition times, competitors will now be required to freshly grind coffee.*

**New Rule**

**14.2 VISUAL/TASTE EVALUATION–PRELIMINARY SPIRIT BAR**

		<b>Drink Name:</b>	<b>Comments:</b>
	points		
Balance and combination of flavors	(0-6 pts)x 2		
Creativity	(0-6 pts)x 2		
Overall impression	(0-6 pts)x 2		
<b>TOTAL (0-36pts)</b>			

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Professional Impression	(0- 6 pts)x 4		<b>Comments:</b>
<b>TOTAL (0-24pts)</b>			

**14.2.1 Balance and combination of flavors**

Judges will evaluate how well the flavors work together and are balanced within the drink. Judges will evaluate the drink based on how well the taste components of the coffee, provided alcohol, and/or ingredients fit together and complement each other. The combination must complement the selected alcohol and/or ingredients while creating an interesting taste experience. Both the coffee and the selected alcohol should be easy to identify within the drink. Judges must follow drinking instructions, if the competitor provides them.

**14.2.2 Creativity**

Judges should look for originality in the combination of ingredients, methods, and presentation. Judges will evaluate competitors’ creativity based on the originality of his or her concept, and any new methods, techniques, or ingredients used in the preparation or presentation of the drink.

**14.2.3 Overall impression**

From a sensory perspective, how enjoyable and appealing is the drink? Would it be a drink you would buy again if you were in a bar or a café, for example? The evaluation of the appearance and appeal of the drink, including but not limited to the glassware, garnishes, accessories, and drink itself. Judges will also look for pleasant mouthfeel and enjoyable sensory experience in this category.

**14.2.4 Professional impression**

The competitor’s performance will include how they project to the judges and impact overall. General hygiene throughout the entire presentation and hospitality skills will be also taken into account. Hospitality skills include the service skills, warmth, personality, body language, professionalism and tone they exhibit in their service to the judges. This includes how he/she demonstrates bartending skill by inviting customer into the creation of the drink. Evaluation will include the confidence, flair, and style they display in the production of the drinks.

*Reason: The Spirit Bar needs to be evaluated simply and quickly, and the scoresheet is designed based on the sensory experience, creativity, and performance.*

**New Rule**

**14.3 PRELIMINARY STAGE PRESENTATION TECHNICAL/VISUAL EVALUATION**

		Hot Designer Drink	Cold Designer Drink	Comments:
	points			
Visual creativity	(0-6 pts)x 2			
Overall visual appeal	(0-6 pts)x 2			
Overall presentation	(0-6 pts)x 2			
<b>TOTAL PER DRINK (0-36pts)</b>				

  

			Comments:
Workspace organized and clean at start	(0- 6 pts)		
Coffee brewed professionally	(0- 6 pts)x 2		
Spirits prepared professionally	(0- 6 pts)		
Professional use of ingredient	(0- 6 pts)		
Professional performance	(0- 6 pts)x 2		
General hygiene throughout presentation	(0- 6 pts)		
<b>TOTAL (0-48pts)</b>			

### 14.3.1 Visual creativity

The judge will review both of the drinks presented. The judge should look for originality in the aesthetic look of the drinks. The judge will take into consideration consistency between both drinks presented, when evaluating visual creativity of these beverages.

### 14.3.3 Overall Presentation

Visually, how appealing is the bartender's presentation of his beverage? This includes how he/she demonstrates bartending skill by inviting customer into the creation of the drink. Evaluation will include the confidence, flair, and style they display in the production of the drinks.

### 14.3.5 Coffee brewed professionally (multiplied by 2)

Competitors can use any brewing method they choose and judges are expected to be familiar with standards across these methods. Judges will draw on recognised brewing standards such as WBC rules for espresso, or Gold Cup standards for brewed coffee for example where applicable. Understanding of coffee selected and freshness, consistent grinding and dosing, coffee waste, extraction time, brewing time, brewing equipment etc. will be taken into account in Coffee brewed professionally.

### 14.3.6 Spirits prepared professionally

Competitors utilize the measuring alcohol, skill of pouring, shaking, mixology, etc. Any method may be used to prepare cocktails, shake, mix or blend, but judges will be favourable for ingredients being measured, poured, and mixed on stage.

Points will be rewarded for creativity, smoothness, control, and accuracy of these: mixing/shaking or blending, measuring of spirits and ingredients, pouring into the beverage vessel. No ice may be put into glasses prior to start of the performance time. Spillages, drops, fails, fumbles, or breakage will be penalized according to the severity of the incident.

### 14.3.7 Professional use of ingredients

The competitor can demonstrate their professional use of ingredients in a number of ways:

- in their choice of ingredient: its suitability to the overall flavor balance and style required
- in the specific quality or type of that ingredient they choose
- in the manner in which they prepare that ingredient (i.e. it will be seen as more professional if garnishes, cream, or any fresh ingredients are made during the performance time.)

*Reason: "Commercially applicable" will not only be evaluated by the taste judge. "Overall presentation" has added to weight in visual evaluation. The rewording of "Spirits prepared professionally" is added, to clarify the evaluation. As competitors should use the provided espresso machine and grinder during the competition, tech/visual judges will also evaluate the competitor's brewing skill according to the world competition standard.*

## New Rule

### 15.2.1 PLEASANT DRINKING TEMPERATURE (HOT/COLD)

The temperature of the drink should be scored appropriately to the drink presented. Chilled drinks

should be served that way not left to warm, for example. Competitors should describe the temperature of the drink and its influence on taste before judges are served the drinks. No description being given will result in this category receiving a zero score.

In the preliminary round one set of drinks should be served cold and the other hot/warm. The competitor is free to choose the temperature of the designer drink served in the final round.

*Reason: We believe that drink temperature has a role in the art of creating a beverage. Competitors are expected to describe the reasons why they created their beverages at the determined temperature.*