



ICELANDIC COCKTAIL CHAMPIONSHIP (ICC)

RULES & JUDGING FORMS

*Reykjavik Cocktail
Weekend*

The Icelandic Cocktail Championship (ICC) is an annual cocktail competition held concurrently with Reykjavik Cocktail Weekend. The aim of the competition is to enhance bar culture in Iceland by giving the country's most skilled bartenders an opportunity to showcase their talents. The competition is designed to identify the best bartender in Iceland, thereby increasing Iceland's chances of success at the World Championship (WCC).

Competition format

ICC is conducted in two parts:

- 1. A preliminary round** in classical cocktail making based on a given theme, from which **5** contestants advance to the finals.
- 2. Finals** that consist of three categories:
 - A written exam.
 - A sensory test.
 - A speed round.

After the preliminary round, contestants start with **0** points, and the competitor with the most points in the finals is crowned the Icelandic National Champion and earns the honour of representing Iceland at the World Championship (WCC).

1. Recipe submission and registration

- 1.1.** Registration for the ICC will be through the BCI website: www.bar.is
- 1.2.** An announcement will be sent out when registration opens.
- 1.3.** Each competitor can submit one recipe, which must be their own creation.
- 1.4.** Recipes must be received by the published deadline. If not submitted on time, competitors risk losing points or being disqualified.
- 1.5.** Recipes are to be submitted via a "Google Forms" document sent by email to registered competitors. Competitors also receive an assigned sponsor (see section **3.1**).
- 1.6.** Competitors are responsible for ensuring their recipe complies with ICC rules.
- 1.7.** Competitors submitting timely recipes requiring no modifications per ICC rules will receive bonus points.

2. Briefings and masterclasses for competitors

- 2.1. Organized information meetings and masterclasses will be held for ICC competitors. A briefing session will also take place at the competition venue and before the finals.
- 2.2. The purpose of these meetings is to prepare competitors for the challenges they will face during the ICC.
- 2.3. The meetings will be conducted by the judges and organizers of the ICC.
- 2.4. At the briefing on the day of competition, competitors draw numbers to determine their order on stage.
- 2.5. Competitors must arrive 10 minutes before the briefing on the competition day.
- 2.6. Failure to attend these meetings may result in point deductions.
- 2.7. Competitors are encouraged to use these meetings to ask any clarifying questions about the rules and so forth.

3. Basic rules for classic cocktail preparation

- 3.1. Competitors may choose their products for mixing their drink, but they must use at least **1.5 cl** (15 ml) of one product from an ICC sponsor, which they receive after registration. The allocated product must be used in its original form.
- 3.2. Competitors bring their own glasses, bar tools, and non-alcoholic ingredients.
- 3.3. All alcohol will be provided for the competitors.
- 3.4. The BCI will provide regular ice and crushed ice. Competitors must request specially cut ice from the ice sponsor before the published date.
- 3.5. The cocktail can contain a maximum of **7** cl of alcohol, plus **2** dashes of bitters.
- 3.6. Recipes must be written in centilitres (cl), millilitres (ml), or drops.
- 3.7. The cocktail cannot contain more than **6** ingredients.
- 3.8. It's recommended that competitors use measuring cups (jiggers) on stage.
- 3.9. Artificial and colouring agents solely affecting the appearance of the drink are prohibited.
- 3.10. Homemade ingredients are allowed, but pre-mixing the entire cocktail is not. Recipes for homemade ingredients must be provided in the recipe form.
- 3.11. Accepted methods for preparation on stage include built, stirred, muddled, shaken, blended, thrown, or a combination thereof.

4. Garnishes and decorations

Definition of a cocktail garnish/decoration

A cocktail garnish/decoration is intended to enhance the appearance of the cocktail and should be designed to elevate the drink. The garnish should be made from edible ingredients such as fruit peels, fruits, vegetables, or herbs, and placed on the rim or around the glass.

- 4.1. The garnish/decoration is not considered an ingredient; it is in addition to the 6 allowed ingredients.
- 4.2. Garnishes/decorations should be made from edible/organic materials, excluding clips, cocktail picks, etc. Judges are encouraged to sample the garnish. If the garnish touches the liquid in the glass, it's **not** considered an ingredient.
- 4.3. Clips, cocktail picks, etc., may be used in constructing the garnish but should not be the focus of the garnish/decoration.
- 4.4. Garnishes/decorations must be prepared and assembled at the garnish table before going on stage. Competitors have 15 minutes for this, after which they cannot continue working on the garnish.
- 4.5. Garnishes/decorations should not be placed on glasses before going on stage (using an extra glass for all garnishes is advised).
- 4.6. Serving the cocktail on a tray/platter or glass coaster with side garnishes is not allowed.
- 4.7. All garnish/decoration ingredients must be listed on the recipe sheet.
- 4.8. If straws are used, they must be biodegradable or reusable. Plastic straws are not permitted.
- 4.9. The garnish must be securely placed on the glass on stage to prevent it from falling off en route to the judges.

5. Glasses

- 5.1. Competitors bring their own glasses.
- 5.2. It's important that the glasses match the issued theme, e.g., Long Drink theme – Highball glass.

6. Sequence of competition

- 6.1. Competitors go on stage from the garnish table when signalled.
- 6.2. Alcohol should be ready for competitors before they start. If anything is missing, competitors should inform the judges.
- 6.3. Competitors have **2 minutes** to prepare before mixing starts. Therefore, it's crucial that they bring everything needed (ingredients, bar tools, garnish, polished glasses, etc.).
- 6.4. Competitors must check for sufficient ice and inform judges if they need more. Points may be deducted for not checking the ice. Also, check the dump bucket and inform the judges if it needs emptying.
- 6.5. The 2-minute prep time cannot be used to chill glasses, shakers, work on garnishes, or start pouring ingredients.
- 6.6. Before blending starts, competitors must deliver a **1-minute** speech about their cocktail. This is judged based their introduction, inspiration, flavour pairing, stage presence, knowledge of the products used, etc. (see judges' sheet below). The speech can be in Icelandic or English.
- 6.7. All bottles must face forward during the competition, and competitors should present the bottles to the audience before pouring. Points may be deducted for not doing so.
- 6.8. Glasses must be filled evenly. Inconsistency may result in point deductions.
- 6.9. Competitors prepare **5** drinks, **4** for judges and **1** for photography and presentation.
- 6.10. Competitors should **not** taste their drink on stage, or they may receive a deduction in points.
- 6.11. Competitors are judged on professional conduct on stage (see judges' sheet below).
- 6.12. If an accident occurs while delivering the cocktail to the judges, the judges will resolve it so that the competitor does not receive penalty points.
- 6.13. Competitors start with full points in the technical part but lose points for each mistake as per the judges' sheet.
- 6.14. Competitors are not allowed to change their recipe on stage, and judges will monitor this.

7. Time and penalties

- 7.1. Competitors have **15** minutes to prepare garnishes; after that, they cannot continue working on them.
- 7.2. Competitors only receive points for completed cocktails; if a competitor only finishes 3 cocktails, they only get points for those.
- 7.3. Competitors have **7** minutes on stage to prepare their drinks. They receive **10** penalty points for exceeding 7 minutes, with an additional 10 penalty points for every subsequent 15 seconds.
- 7.4. Competitors receive a signal from the MC when the time starts.
- 7.5. Three competitors are on stage at the same time on stage.

8. Categories/Themes

Cocktail categories at the World Championship are in **5**, with Iceland assigned a category at the beginning of the year. Possible categories include:

A. Before Dinner

- These cocktails are designed to stimulate the appetite before dinner. An "Aperitif" is usually drier rather than sweet. Examples of classic cocktails in this category include Negroni, Americano, Manhattan, and Dry Martini.
- Judges will favour dryer and/or bitter cocktails rather than sweet cocktails when scoring on taste.
- Before dinner drinks should not contain more than **1 cl** of sweet products like syrup, liqueurs, sweet wine, sweet juices, etc. Note: This does not apply to Vermouth.

B. Long Drink

- A long drink is served in a tall glass.
- It may be refreshing, sweet, sour, or tropical.

C. Sparkling

- Sparkling cocktails must contain at least **7** cl of sparkling wine.
- The alcohol added on top of the sparkling wine should not exceed **4 cl**.

D. After Dinner

- A dessert cocktail can either be a drink that substitutes for dessert or one that complements a dessert.

E. Low ABV/Kokteill með lágu áfengismagni

- Low alcohol by volume (ABV) cocktails are becoming increasingly popular.
- A low ABV cocktail can be presented as dry, dessert, long, or sparkling.
- The cocktail should not exceed **8%** alcohol.
- Judges will evaluate negatively drinks that are too strong.

9. Finals

The finals will see **5** contestants advancing and starting with 0 points. The final competition consists of three categories. After the finals, points will be tallied, and the winner will be crowned.

Sensory Skills Test

Up to **50** points can be earned. Competitors will be asked to identify different aromas and tastes, as well as various types of alcohol like rum, whiskey, tequila, gin, etc. Additional points are awarded if the competitor can also identify the subtype.

Written Knowledge Test

Up to **50** points can be earned. Competitors will be given a multiple-choice test. All competitors will receive a study guide from the IBA Academy in advance. Questions will partly be about the content of this booklet, but also general knowledge about cocktails and bar culture.

Speed Round

Up to **100** points can be earned. Competitors will prepare **4** classic cocktails and **1** cocktail of their own creation in the shortest possible time, totalling **5** cocktails. Competitors have **7** minutes on stage and are provided with a microphone to explain as they perform. Judging will be based on speed, quality of drinks, and stage presence. See judging sheet below.

10. Awards

Awards presented during Reykjavik Cocktail Weekend and ICC include:

- 10.1.** Best classic cocktail.
- 10.2.** Most beautiful classic cocktail.
- 10.3.** Best technical skills in classic cocktail making.
- 10.4.** Best knowledge skills.
- 10.5.** Best sensory skills.
- 10.6.** Speed round winner.
- 10.7.** Icelandic National Champion.
- 10.8.** Second & third place.
- 10.9.** Best cocktail bar.
- 10.10.** RCW cocktail of the year.
- 10.11.** Participation awards for all competitors.
- 10.12.** Theme competition, 1st, 2nd and 3rd place.



11. Judging forms



ICC TASTING JUDGE'S FORM



Cocktail Nr.	Range	Score/Comments
Appearance <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • Balance/pleasant/Fragrant 	Excellent 9-10 Very good 6-8 Good 4-5 Fair 1-3	
Taste <ul style="list-style-type: none"> • Balance (sweet/sour) • Flavour (sour/dry/sweet) • Finish (pleasant/negative/wanting more/finish length) 	Excellent 24-30 Very good 18-23 Good 10-17 Fair 1-9	
Garnish & Decoration <ul style="list-style-type: none"> • Neatness/ Originality 	Excellent 9-10 Very good 6-8 Good 4-5 Fair 1-3	
COCKTAIL REPRESENTATION		
Classic Cocktail Competition:		
Does the cocktail meet the specifications of the competition assigned to the bartender?		
<input type="checkbox"/> Before Dinner Cocktail (dry to bitter aperitif)	Excellent 9-10 Very good 6-8 Good 4-5 Fair/poor 1-3	
<input type="checkbox"/> Long Drink		
<input type="checkbox"/> Sparkling Cocktail (carbonation, sparkling flavour)		
<input type="checkbox"/> After Dinner Cocktail		
<input type="checkbox"/> Low ABV Cocktail		
TOTAL SCORE <u>75</u> points	Total Score:	
Overall impression of cocktail - Extra Points	Excellent 9-10 Very good 6-8 Good 4-5 Fair 1-3	

Judge's Name: _____

Signature: _____

TOTAL 150 POINTS
COCKTAIL N°

BRIEFING	DEDUCTIONS	DEDUCTED	COMMENTS
Competitor too late or not present	5		
WORKING PLACE SETUP	DEDUCTIONS	DEDUCTED	COMMENTS
Bottle labels not facing the public	5		
Glasses not clean or chipped	5		
Bar utensils, not clean or branded	5		
Forgotten items in backstage	5		
Ice not checked	5		
BAR UTENSILS AND ICE HANDLING	DEDUCTIONS	DEDUCTED	COMMENTS
Not cooling down bar utensils and glassware	7,5		
Ice water not removed from glasses, shakers, mixing glasses, or any other pertinent bar tools	7,5		
Dropping ice cube or bar utensils	7,5		
POURING	DEDUCTIONS	DEDUCTED	COMMENTS
Short/over pouring of any ingredient according to recipe	7,5		
Spills/drops/dashes on bar surface	5		
Un-equal glasses level	7,5		
Cocktails equal capacity but too short / too long	7,5		
Tasting cocktails onstage	5		
BARTENDING TECHNIQUES	DEDUCTIONS	DEDUCTED	COMMENTS
Bottles not presented to the public	5		
Bottles not replaced with labels facing the public	5		
Wrong glassware manipulation, - hit - grab from base	7,5		
Hesitancy of competitor	5		
Routine steps realized out of order or with an incorrect way	5		
Garnish, decoration, straws touched with bare hands	5		
Wearing same gloves through whole performance time	7,5		
RECIPE, GRANISH & DECORATION	DEDUCTIONS	DEDUCTED	COMMENTS
Garnish/decoration fallen	5		
Garnish/decoration not placed on first attempt/does not hold	5		
Garnish or decoration not in accordance with recipe sheet	7,5		
Cocktail not in accordance with recipe sheet	DISQUALIFIED	DISQUALIFIED	Recipe to be checked onstage!
Use of forbidden elements according to ICC rules	DISQUALIFIED	DISQUALIFIED	Recipe to be checked onstage!
DRESS CODE	DEDUCTIONS	DEDUCTED	COMMENTS
Uniform not clean	2,5		
Shoes not clean - worn out	2,5		
Long hair not tied back	2,5		
TIME LIMIT 7 min	DEDUCTIONS	DEDUCTIONS	COMMENTS
TIME:MinSec			
<small>OVERTIME penalties 10 Points deducted every 15 seconds over time limit.</small>			
TOTAL DEDUCTED POINTS			
TOTAL/150 Points			
Technical judge name & signature:			

COCKTAIL N°
TOTAL 50 POINTS

WORKING PLACE SET UP	DEDUCTIONS	DEDUCTED	COMMENTS
Use of inappropriate materials/products	10		
Products not according to recipe	10		
Pre carved or moulded parts	10		
Garnish and Decorations build up in advance	10		
Competitor requires additional ingredients to be brought	10		
TIME LIMIT 15.00 min	DEDUCTIONS	DEDUCTED	COMMENTS
TIME:..... Min..... Sec.....			
OVERTIME penalties 1 10 Points deducted every 15 seconds over 15 min.			
TOTAL DEDUCTED POINTS			
TOTAL/ 50 Points			
Technical judge name & signature I			


COMPETITOR N°
TOTAL 50 POINTS

CONTENT OF SPEECH	AVERAGE	GOOD	EXCELLENT	POINTS	COMMENTS
Introduction	3	5	10		
Inspiration	3	5	10		
Ingredients - Pairing structures - Brand knowledge	3	5	10		
PERFORMANCE ON STAGE	AVERAGE	GOOD	EXCELLENT	POINTS	COMMENTS
Presentation quality and speech fluency	3	5	10		
Interactivity with audience & speech judges	3	5	10		
TOTAL/50 Points					
Speech judge name & signature :					



BCI SPEED ROUND FORM FOR ICC FINALS



Competitor's Name: _____

Judge: _____ Competitor No. _____

Competitors will be judged according to the following criteria and scored out of a potential 100 points, per judge.

CRITERIA:

• **Cocktail nr. 1**

Is the drink true to the original? Does the drink taste good? Is the drink balanced?
Would you order another one?

Score: ___/out of 10 points

• **Cocktail nr. 2**

Is the drink true to the original? Does the drink taste good? Is the drink balanced?
Would you order another one?

Score: ___/out of 10 points

• **Cocktail nr. 3**

Is the drink true to the original? Does the drink taste good? Is the drink balanced?
Would you order another one?

Score: ___/out of 10 points

• **Cocktail nr. 4**

Is the drink true to the original? Does the drink taste good? Is the drink balanced?
Would you order another one?

Score: ___/out of 10 points

• **Cocktail nr. 5 - Original drink**

Does the drink taste good? Is the drink creative? Is the drink balanced? Would
you order another one?

Score: ___/out of 10 points

• **Working technique, hygiene, brand and ingredient knowledge**

Is the competitor all over the place or well composed? Does the competitor
explain the ingredients and brands that he is using?

Score: ___/out of 10 points

• **Performance onstage**

Does the competitor engage with the judges and audience? Is the competitor
confident in his abilities?

Score: ___/out of 20 points

Interaction between bartender and customer is fundamental to good service and so judges should reward efficient, stylish and hygienic preparation as well as a confident and entertaining delivery with commentary that demonstrates knowledge.

Speed points

Performance: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Score: ___/out of 20 points

Competitors earn speed points for quick service. 1 point is given for every 10 seconds that the competitor finishes under the given 7 minutes. E.g if the competitor finishes in under 3 minutes and 40 seconds he receives 20 speed points, if he finishes in 7 minutes FLAT he receives 0 speed points. After the 7 minute mark competitor must put hands up and STOP.

TIME: Min: Sec

Total Score: ___/out of 100 points

Judge's
comments: _____