



2016 Michigan ProStart Competition March 20-21, 2016

Table Top Design Competition Procedures & Rules

Participating teams, educators and mentors are responsible for understanding and following all of the procedures and guidelines contained in this document. Please read through these rules carefully to avoid receiving any penalties during the competition.

Questions regarding competition rules should be sent to Amanda Smith
asmith@mramail.org or 517.377.3927 **PRIOR** to the start of the competition.

Michigan ProStart Competition Table Top Design Competition

Student and Teams

1. All high school students, currently enrolled in a **confirmed ProStart program recognized by the National Restaurant Association**
2. Participating teams will consist of two (2) to four (4) team members. One (1) alternate may attend. However, the alternate may only participate if an original team member is injured or unable to participate. In case of student injury, an alternate, with judge's approval, may replace the injured student during the competition.
3. Students may only compete for two years.

General Disqualifications:

1. Teams must arrive at the appointed time to compete or they will be disqualified. Including check-in and all feedback sessions.
2. Teams may not receive coaching or any form of communication from anyone during the competition time or they will be disqualified. There will be no verbal or non-verbal communication allowed between any spectators, educators, mentors or coaches and competing teams. NO EXCEPTIONS.
3. Misconduct, which includes any nonprescription drug use, alcohol use, or any activity that is illegal under federal, state or local laws, at the event, during competition or in activities or locations related to the event, may disqualify a participant or the participant's team from awards or further participation. Should any misconduct come to the MRA ESF's attention, the matter will be investigated as the MRA ESF deems appropriate. Any decision and sanction as to appropriate action due to misconduct is at the sole discretion of the MRA ESF and is final. By entering into the contest, the student and the team he/she represents accept this requirement as well as all other conditions of the program.
4. Teams must compete in each event segment in the competition or they will be disqualified.

Schedules:

Competition schedules will be distributed prior to two weeks prior to competition, once all teams have been identified. All schedules are subject to change.

Table Top Design Competition

Purpose:

Teams will demonstrate their knowledge of table design, proper setting, setting to reflect the menu, and their ability to sell a concept. The competition has four main components: development of a menu, development of a table setting, a presentation of the table, and the team's ability to answer critical thinking questions regarding their table. Successful teams will develop a table that meets the needs of the guests based on the scenario provided by event organizers and be able to sell the menu and table setting to the panel of judges.

Uniform:

Each team will be required to dress in uniform during all segments of the competition. The uniform consists of: solid color, button down dress shirts or Polo shirts; dress pants or skirts; and professional footwear. All team members should wear matching shirts and pants. All clothing should be worn appropriately and professionally (not sagging, etc.). No jeans, ties, jackets and/or suits. Hair should be properly restrained. Shirt tails must be tucked. Sponsor logos are allowed on the shirts. **There will be a penalty if the team does not dress in uniform.**

Scoring:

The total points possible in the table top design competition are 100 points. The menu developed and the table designed will be 50 points, the teams presentation of the table is worth 25 points and the team's critical thinking questions will be worth 25 points. If needed, the team with the highest presentation score will determine a tie breaker. An appropriate panel of judges will determine a second tie breaker.

Preparation for Competition:

1. Mentors and educators may assist teams in preparing for the competition; however, they may not prepare the menu or table.
2. Students should practice their sales pitch of the menu and table developed.
3. The team's work must be unique and not built off another team's previous work.

2016 Scenario:

You are the banquet event manager for a reception hall in a town with a population of 120,000 people. Max A Million, founder of one of the largest companies in town is turning 80 and they are planning on 500 guests for the party. The Vice President of Marketing for his business has contacted you regarding the party and provided some preliminary information (likes, dislikes, hobbies, etc). You have arranged for the VP of marketing, the owners wife, and the current CEO of the company to come in for a meeting where they will review the table set, make their final menu selection and ask questions about the event. A budget of \$40 per guest has been set. The \$40 per person includes a food and beverage cost calculated at 33% with remaining amount to cover center pieces and linens.

Menu Development

1. Teams will develop three sample menus to meet the needs of the scenario provided, using a 33% food cost
2. The menus should be printed on 8 X 11 paper and will be distributed to the judges during the presentation
3. The team will NOT prepare this food, but a good menu will flow and sound appealing as presented.
4. Teams should refer to FRMCA, Level 2, Chapter 7

Table Setting

1. Your team will design a table to present to the client. Your banquet hall only has 60" round tables that sit 8 to a table. The table should be set to reflect all of the necessary items for the menu developed. (Example if Ice-Cream is being served for dessert would require a spoon there should NOT be a dessert fork set)
2. Proper beverage service for the event will also be evaluated. For the purpose of the competition no alcohol service is allowed.
3. Teams should refer to FRMCA, Level 1, Chapter 10

Presentation (sales pitch)

The team will present the three menu choices they have developed and the table design to the judges. The judges will be critiquing the table based on the presentation and visual appeal of the table. (Because the scenario is limited you can be creative. If you want to include roast beef on all three menus because it is Max A Millions favorite dish you need to explain that)

Critical Thinking Questions

The judges will ask critical thinking questions of the team, immediately following their presentation. Questions will be from the following categories

1. Customer Service
2. Menu
3. Dietary Considerations (allergies/religious beliefs/ vegetarian)
4. Decor

Team Check-in:

Teams must check in before 1:00pm on Sunday, March 20. The teams sample menus and supplies for the display table must be checked in.

Day of Competition:

1. Teams will be given 30 minutes to set up their display table.
2. Visual display judges will review the table set up for accuracy, neatness, and overall appeal.
3. Teams will have 5 minutes to present their table and sample menus to the Critical thinking judges.
4. Judges will have 10 minutes to ask critical thinking questions.
5. Display tables must be taken down by the team by 5pm the day of the competition, or it will be disposed of by Event Organizers.

Penalties:

1. The team is not dressed in uniform – 5 points
2. The team does not produce 3 sample menus- 10 points per menu
3. Team does not participate in all segments of the competition -10 points per segment

Event Personnel:

1. Event Organizers (MRA ESF staff members)
2. Judges from colleges/universities and the restaurant and foodservice industry. There will also be one lead judge.
3. All judges will be consistent from team to team
4. Judges

VP of Marketing
Mrs. Million
Current CEO

Attendees:

Mentors, teachers, chaperones, parents, general public, etc. are encouraged to attend the competition. However, space is limited.