



CRAFT COCKTAIL EXECUTION

COCKTAIL BASICS

HOW TO MAKE A GREAT DRINK

Always look up recipe when uncertain

Fill glass with clean ice

Follow all proper drink making techniques

Leave approx. ½” from lip of glass

Use fresh and proper garnishes

Always check back with guest



RECIPE ADHERENCE

Right ingredients

Right Measurements

Fill jigger completely to form a “bubble” top

Mixers still need to be measured, but a little more room for error

*Right Tools – **USE YOUR JIGGERS!***

Right procedures and techniques, i.e. shake with ice and strain, rimming glasses, etc.

“Fill with”

Recipe calculate costs which is why Bacardi & Cola says 3 oz Cola and “fill with”

Focus on “fill with” not the ounces of mix

COCKTAIL TERMINOLOGY

Aperitif - A beverage taken before a meal to stimulate the appetite. These beverages are usually wine, spirit, or bitters based.

Cocktail - A cocktail was originally defined as a mixed potable beverage containing merely spirit, sweetener, water, and bitters. Today, it is typically considered a drink composed of a base spirit, a modifying flavor, and water imparted from shaking or stirring. A cocktail is usually 3 to 5 ounces in volume and served in a well-chilled cocktail glass or in a short glass over fresh ice.

Collins - A tall mixed drink made with a spirit, freshly squeezed lemon juice, sugar, and soda water. This drink should be served in a tall glass with a volume of about 10 to 14 ounces.

Digestif - An after-dinner drink that aids digestion.

Dry - The addition of dry vermouth.

Extra Dry - Little, to no vermouth.

Float - A small portion of spirit carefully layered over another of greater density. This is done with a bar spoon, cherry, or carefully on the side of the glass.

Highball - A tall drink consisting of one spirit and one mixer served in a tall glass usually 10 to 12 ounces in volume.

Martini - Liquor is served up or on the rocks, well chilled in a cold coupe glass.

Neat - A term for serving a spirit straight, without mixers or ice.

On the Rocks - Ingredients poured/served over ice.

Perfect - equal parts, sweet and dry vermouth.

Proof - The system by which alcoholic strength of a spirit is measured. A spirit's proof is equal to twice its amount of alcohol by volume.

Sweet - The addition of sweet vermouth.

Tall - A "Tall" cocktail is prepared in a larger glass but doesn't result in more liquor. It will result in more "mixer" and usually preferred by guests that don't want a heavy alcohol taste.

BAR TOOLS

TOOL	USE	ITEM
Mixing Tin/Boston Shaker	Combining drink ingredients; chilling, binding, and diluting	
Shaker/Tumbler Glass	Shaking ingredients in combination with Mixing Tin	
Hawthorne Strainer	Straining cocktail after shaking, either onto fresh ice or into the glass	
Measuring Jiggers	Accuracy and precision in cocktail recipes	
Bar Spoon	Stirring cocktails, chilling and binding with gentle dilution	
Muddler	Crushing fruit and herbs to release oils, flavors, aromas	

DRINK MAKING TECHNIQUES



SHAKE & STRAIN TYPE: COSMOPOLITAN

Fill glass 2/3 with ice and cap with mixing tin

Pour ingredients into mixing glass

Shake – Don't forget to shake it like you are trying to shake it up

Break seal between tin and glass

Fill the specified glass with ice

Strain contents into glass
Garnish and serve



ROLL/TUMBLE TYPE: BATCHED COCKTAIL

Pour ingredients into mixing tin

Fill the specified glass with ice

Roll contents between mixing tin and glass until fully combined

Garnish and serve



BUILD TYPE: BACARDI & COLA

Fill glass completely with ice

Fill in order depicted from recipe

Garnish and serve



LAYER TYPE: B52

As listed in recipe, pour ingredients over back of bar spoon

Heaviest liquor must always be poured first and lightest liquors poured last (see recipes)

DRINK MAKING TECHNIQUES



BLENDER

TYPE: PINA COLADA

Pour ingredients into blender cup first using proper recipe

Ice should be measured using the glass the drink will be served in (Ice should be measured full and heaping)

If not blending properly, turn off machine and shake blender cup

Pour beverage into glass

Garnish and serve

Rinse out blender cup immediately and return to blender base



MUDDLE

TYPE: MOJITO

Put muddling ingredients into mixing glass

Muddle with the flat end of muddler by pressing on ingredients

Fill glass with ice

Add ice and pour remaining ingredients as listed in recipe

Shake and pour/strain contents into appropriate glass

Garnish and serve



STIR & STRAIN

TYPE: CLASSIC MARTINI

Chill coupe glass by filling with ice and soda water

Pour ingredients into mixing glass (chills liquids more thoroughly)

Stir with bar spoon until proper dilution is achieved

Empty coupe glass of ice and soda water, shaking out any excess water

Strain contents from mixing glass into coupe glass

Garnish and serve

HEADS UP BARTENDING

Heads Up Bartending allows for the constant surveying and management of all aspects of the bar. Team member's heads & eyes should always be up, anticipating the guest's needs. Having their heads and eyes up also creates good body image & conveys welcome body language.

Team members should always be looking for "What's Next?":

- Service Bar Ticket Orders
- Guests approaching and leaving
- Guests received food; The Check Back
- Half full drinks; time to sell!
- Guests finished eating; clear plates
- Guests ready to pay their tab



TWO-HANDED BARTENDING

Team members need to master the ability of multitasking! Being able to do two things at once will directly impact their success and elevate the guest experience. Two Hand Bartending increases speed of service and maximizes team member efficiency. Two Hand Bartending does not sacrifice accurate pouring, proper drink making techniques, or the guest experience. Following are some examples of what Two Hand Bartending looks like:

- Shaking a cocktail AND Ringing in an order
- Shaking a mixing tin AND Stirring a cocktail
- Serving a drink AND Clearing an empty glass

