



2022 Michigan ProStart Competition February 28th & March 1st, 2022

The “in-tents”ly



Campy

Tabletop 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 Jake Osburn josburn@mrla.org or 517.377.3924 **PRIOR** to the start of the competition.

Michigan ProStart Competition

Tabletop 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 MRLAEF's attention, the matter will be investigated as the MRLAEF deems appropriate. Any decision and sanction as to appropriate action due to misconduct is at the sole discretion of the MRLAEF 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 in advance of the competition, once all teams have been identified. All schedules are subject to change.

Tabletop 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 tabletop design competition are 100 points. The menu developed and the table designed will be 50 points, the team's 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.

Menu Development

1. Teams will develop three different sample menus to meet the needs of the scenario provided, using a 33% food cost. Costing documents do NOT need to be turned in.
2. The team will NOT prepare this food, but a good menu will flow and sound appealing as presented.
3. 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 seat eight. The table should be set to reflect all the necessary items for the menus developed. (Example: Ice-Cream 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; creativity and originality are key to this portion. If you want to include roast beef on all three menus because it is the guest's 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 (focusing on chronic illnesses)
4. Decor

Team Check-in:

1. Teams must check in at a predetermined time, the schedule will be released after all teams have been identified. At check in the team should check in all supplies for the tables. ALL supplies used in set up must be turned in at the appointed time. Additionally, the team should turn in 7 copies of their written submissions in a manila folder labeled with school and student names. Written submission includes all three menus.

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 (MRLAEF 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

Plans for summer 2022?

The first-place winning team of this event receives FREE admission to **the 2022 Nate Santelli ProStart Summer Camp**

June 26th, 27th, 28th, & 29th

What is The Nate Santelli ProStart Summer Camp?

The Nate Santelli ProStart Summer Camp was created as a resourceful and educational experience for high school ProStart students. ProStart students spend four days at an summer camp facility to learn from industry leaders in culinary, Baking, restaurant management, tabletop design and much more. The ProStart Summer Camp was named in honor of the late Michigan Restaurant & Lodging Association Education and Grant Manager, Nate Santelli, to honor his memory and dedication to the Michigan ProStart Program.

2022 Scenario/ reality:

Summer 2022 Michigan ProStart Students will be invited to the CIM (Culinary Institute of Michigan)-Port Huron where we will rekindle our “**campy**” spirit on the waterfront.



Event location:

The CIM (Culinary Institute of Michigan) Located near the shores of Lake Huron and the St. Clair River, a state-of-the-art facility specifically designed to meet the needs of students studying

culinary arts. With open-kitchen designs, the Culinary Institute of Michigan, Port Huron was built to accommodate the European-style of culinary training and education.

Event Description:

Historically while at The Nate Santelli ProStart Summer Camp students design and lead a finale event known as the Pickup Picnic! Campers' families, friends, and program supports attend the Pickup Picnic to relish in what was learned through the experience. Dignities will also join the picnic. The MRLAEF has hired you to plan the picnic, design feel & menu!

Guest details:

We can plan to see about 80 guests from across the state. Expect attendees to have dietary restrictions, allergies, and potential handicap needs.

Theme:

"Campy" Pickup Picnic

Definition of "[campy](#)"

"Camp" n. or "[Campy](#)" adj. refers to intentionally exaggerated thematic or genre elements. "Camp" style willfully over-emphasizes certain elements of the genre or theme, creating an almost self-satirical scene.

Because it strives for satire, intentional camp is likely to have a sophisticated cult following, consisting of the people who **"get it."**

Budget:

Décor elements should be replicable feasibly for the size of the planned event. The winning teams design will be recreated this summer at the 2022 Pickup Picnic.