



Michigan Restaurant & Lodging Association
E D U C A T I O N A L F O U N D A T I O N

MRLAEF

2023 Michigan ProStart Invitational® March 5th & 6th, 2023

Theme:
Spring on Mackinac Island

Tabletop Design Competition Procedures & Rules

Participating teams are responsible for understanding and following all the procedures and rules contained in this document; they will not be reviewed at the Michigan ProStart Invitational. Please read this document carefully to maximize your opportunity for success and to avoid receiving penalties during the competition.

Questions regarding competition rules should be sent to Mallory Schluchter mschluchter@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. This includes 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:

Uniform is not required for the 2023 competition. However, competing students should dress to emulate their school's professional classroom.

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. Each menu should include 3 courses: an appetizer, an entrée, and a dessert. Each of the three menus should be significantly different from the other two.
3. Sample menus should adhere to the Table d'hôte menu format provided below in Example A. Students may also refer to FRMCA Level 2, Chapter 2 Table 2.1 for examples of a Table d'hôte- style menu.
 - a. Please note that variations in font and formatting are permitted
4. Menu should flow well and sound appealing as presented.
5. Please note that the team will **not** be preparing any food.
6. Teams should refer to FRMCA, Level 2, Chapter 2.

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 their table design along with the three menus they have developed to the judges. The judges will be critiquing the table based on the presentation and visual appeal of the table. Please be prepared to present a detailed description of each menu. Because the scenario is limited you can be creative; creativity and originality are key to this portion. This is also a chance to explain your creative choices surrounding the menu and table set-up.

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:

Teams must check in at a predetermined time. 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 each of the three sample menu submissions in a manila folder labeled with school and student names. Please be sure to include copies of 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. Judges will include Grand Hotel staff
4. All judges will be consistent from team to team

Prize:

The first-place winning team of this event receives FREE two-night stay at the Grand Hotel and will get to work alongside industry professionals to use their winning design to help influence and craft a dinner at The Grand Hotel. Winners will also be treated to culinary workshops courtesy of the Grand Hotel.

2023 Scenario/ reality:

Spring 2023 Michigan ProStart Students will be invited to the Grand Hotel to learn alongside experienced industry professionals and see the ins-and-outs of one of the most well-known hospitality operations in the state. This year's theme is "Spring in Michigan/ Mackinac Island." Students should be mindful of seasonality when choosing menu and décor, as well as the island's high volume of tourist traffic

Event location:

Located on Northern Michigan's Mackinac Island, Grand Hotel has been welcoming guests since 1887 and is a National Historic Landmark. Named the Best Historic Hotel by USA Today, Travel + Leisure's Best Hotel in Michigan, and Condé Nast Traveler's Top 5 Midwest Resorts, the hotel is rich in history and offers exceptional accommodations, with each guest room uniquely decorated.

Event Description:

Students will work with culinary staff at The Grand Hotel to reproduce a modified version of the winning menu and table design. Students will also be treated to culinary workshops on the island and a two-night stay.

Guest details:

We can plan to see about 100 guests from across the state. Expect attendees to have dietary restrictions, allergies, and potential handicap needs.

Tabletop Design Rubric

Team:

Judge:

Evaluation Criteria	Poor	Fair	Good	Very Good	Excellent	Score	Comments
Menu							
3 Menus were presented	1-2	3-4	5-6	7-8	9-10		
Menu fell within the 33% price (\$16.50)	1	2	3	4	5		
Good flow of food between three courses	1	2	3	4	5		
Table Design							
Appropriate for event presented	1-2	3-4	5-6	7-8	9-10		
Correctly set for the menu	1	2	3	4	5		
Beverage service is set correctly	1	2	3	4	5		
Center piece is relevant	1	2	3	4	5		
Can be duplicated for 100 covers	1	2	3	4	5		
Presentation							
Sold the Theme Developed	1-4	5-8	9-12	13-16	17-20		
All team members participated	1	2	3	4	5		
Critical Thinking							
Customer Service	1	2	3	4	5		
Menu	1	2	3	4	5		
Dietary Consideration	1	2	3	4	5		
Décor	1	2	3	4	5		
Worked as a Team to answer Questions	1	2	3	4	5		

Judge's Signature _____

Example A

SAMPLE "FALL" MENU

Appetizer

Kale, Brussel & Cranberry Salad

Entrée

Braised Chicken Risotto

Dessert

Pumpkin Walnut Cheesecake

\$65