

Teams Arrive 10am

Meat Inspection: upon arrival

Burger Turn in time : 1 pm

Awards 2pm

Maximum 12 teams

Each Team will be assigned a 10x10 spot to set up their station to prepare and cook their burgers.

Each cook must bring all materials / equipment / meat / toppings etc they will need to make, prep, cook and serve their burgers.

Each Team must bring their own valid fire extinguisher.

Burgers can be cooked on any cooking element. (gas, charcoal, electric, sous vide etc.)

Burgers must be made from scratch on site and cooked on site.

Burgers can be made of any protein, not just meat.

Burgers must contain onions: in the burger meat, as a creative topping or condiment.

Each team must have their meat inspected upon arrival to make sure it has been transported and stored at safe temperatures. The meat/protein must not be seasoned, injected, flavoured, or cooked prior to the contest's meat inspection.

Toppings and condiments for the burgers can be made off site or on site.

Burgers must be cook to a minimum 165 degrees

Each contestant will submit 2 burgers for blind judging.

1st burger will be fully garnished and uncut. This burger will be judge on appearance/creativity.

2nd burger will be fully garnished and cut into 4 pieces. This burger will be eaten by judges and judged on Texture and Taste. Tooth pics or other items may be used to hold cut burgers in place.

Cooks will be given 1 box to place cut burgers in for judging. The whole burger can be plated and presented on any dish of cook's choice.

Scoring will be based on the following:

Appearance / Creativity: 30%

Texture: 20%

Taste: 50%

Prizes will be awarded for the top 5 burgers.

1st tie breaker will go to the highest taste score and the 2nd tie breaker if needed will go to the highest Appearance/creativity score.

All dishes/plates or serving platters used for presentation will be left on a table for teams to pick up after contest

Cooks must clean their 10x10 spots after the competition and remove all garbage, materials, and supplies.