

Rules and Regulations for K of C Council 996 Iron Chef Competition

1. Each team can consist of up to four members. Chief cook, an associate cook, and no more than two assistants will be allowed. Team names must be appropriate for being viewed by children.
2. Each team will be assigned a cooking space in the parking lot area on the Acres side. Due to the limited space, cars and cooking trailers will not be allowed in or by the designated cooking space. Propane and charcoal grills along with portable cooking stoves and Dutch ovens will be allowed. Parking for the teams will be marked off in a different area.
3. Teams will provide all necessary cooking equipment, tables if possible, and supplies. Due to limited electrical capacity, any non-battery powered appliance or generators will not be allowed. Teams will also provide all seasoning rubs and marinades and utensils. All seasoning and preparation shall be done in the assigned cooking area. The K of C will have water and ice available on site.
4. Setup time will be from 10:00 a.m. to 12:00 p.m. Check-In time will be at 12:00 p.m. with a Cook's Meeting at that time. During the Cook's Meeting, you will receive your ingredient(s) and the turn-in container. Cooking time begins at 1:30 p.m. All teams must use the 12:00 to 1:30 p.m. window of time to do any shopping for extra ingredients and for planning of their dishes. Teams will be allowed to start their grills or stoves, to prep work, and marinade or spice rub the ingredient but nothing is to be placed on the heat until 1:30 p.m. There will not be any pre-cooked dishes allowed. Everything must be prepared from scratch on-site.
5. Garnishment of your presentation container is optional. Anything goes for garnish.
6. Entries will be submitted in an approved numbered container, provided by the Knights of Columbus. The number must be on the top of the container at turn-in. The container shall not be marked in anyway so as to make the container unique or identifiable. Marked entries will receive a one (1) in all criteria from all judges.
7. Turn-in times will be announced at the Cooks Meeting at 12 p.m. Head chefs will pick their turn-in time through a random drawing. An entry will be judged only at the time established by the contest organizer. The allowable turn-in time will be five (5) minutes before to five (5) minutes after the posted time with NO TOLERANCE. Late entries will not be accepted.
8. The following cleanliness and safety rules will apply:
 - A. No use of tobacco products while handling food.
 - B. Cleanliness of the cook, assistant cooks, and the team's assigned cooking space is required. As mentioned in Rule 4, running water will be available on site.
 - C. Shirt and shoes are required to be worn.
 - D. First aid is not required to be provided by the contestant. The Knights of Columbus will have first aid kits available for minor injuries.
 - E. Prior to cooking, meat must be maintained at 40 degrees or less, packed in ice. All dishes must be cooked to a minimum temperature to 175 degrees.
9. It is the responsibility of the contestant to see that the team's assigned cooking space is clean and orderly following the contest. All fires must be put out, pits filled and all equipment removed from the site. It is imperative that clean-up be thorough.
10. There will be no refund of entry fees for any reason, except at the election of the contest organizer.

GOOD LUCK AND MAY THE BEST TEAM BE DECLARED "IRON CHEF"

Judging Procedures

The Knights of Columbus allows for blind judging only. Entries will be submitted in an approved numbered container provided by the contestant organizer. The container may be re-numbered by the contestant representative or by authorized personnel before being presented to the judges.

1. Judges may fraternize with teams on contest day after Judge's Orientation. Please conceal your containers until it is time to start plating your dishes. This is to ensure the judges don't find out what the team number is and avoid showing favoritism.
2. Judging will be done by a team of 6 persons. Only Judges, Contestant Reps and necessary support staff are allowed in the judging area during the judging process. No other activities are permitted in the judging area, during the judging process.
3. Each judge will first score all the dishes for appearance. The turn-in containers will then be passed around the table and each judge will take a sample of each dish from the container. The judge will then score each dish for taste and originality, before moving on to the next teams entry.
4. The scoring system is from 9 (Excellent) to 2 (Bad). All whole numbers between two and nine may be used to score an entry. 6 is the starting point.
5. A score of one (1) is a disqualification and requires approval by a Contest Rep. Grounds for disqualification:
Taste and Tenderness: Marked turn-in container, foreign object in container, or Judges not receiving enough of the completed dish to sample.
6. The weighing factors for the point system are as follows:
APPEARANCE – 0.5714; TASTE – 2.2858; ORIGINALITY – 1.1428
7. The low score will be thrown out. Results will be tallied. If there is a tie in one of the categories, it will be broken by the computer, as follows: The scores will be compared (counting all five judges) for the highest cumulative scores in taste, then tenderness, then appearance. If still tied, then the low score, which was thrown out, will be compared and the higher of the low scores will break the tie. If still tied, then a computer generated coin toss will be used.
8. Total points per entry will determine the Champion.