

# How to Design A Cocktail

A Guide by Someone who has  
Never Designed a Cocktail

- 1) Pick a name. This might be the only good bit of your cocktail, so make it count.
  - 2) Decide how you want your cocktail to taste. The Internet suggests that you should 'try to form a clear taste "picture" of your ingredients together in your mind'. No, "awesome" is not a taste.
  - 3) Pick your ingredients. Your cocktail will be 4oz\* total; 3oz of ingredients, plus 1oz of water from mixing with ice. Try to use equal parts sweet and sour ingredients. Half alcoholic and half non-alcoholic is good; non-alcoholic cocktails are fine too. You should have 3 or 4 ingredients. Two is pushing it. One is way out\*\*.
  - 3) Write the method. How will it be mixed? Do any of the ingredients need to be muddled, confused or bamboozled? What kind of glass should be used, and how should it be prepared?
- Don't forget to add a finishing touch or two to make your cocktail stand out from the pack. How about a slice of lemon? A tiny umbrella? On fire? The world is literally\*\*\* your oyster.
- 4) Cheat. Steal ideas from the internet, other teams, and the drinks menu. Bribe the bartender.

\* For those who prefer the metric system , 1 fluid ounce is 28.413 ml.

\*\* A glass of wine, while better than what you might make using this guide, is not a cocktail.

\*\*\* figuratively

Name:

Ingredients:

Method: