

# THE WARE DRIVE

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*It was some four years ago that we first heard about Wine Drives. They seemed to provide popular evenings with several local Circles. We investigated and discovered that there were two types.*

The first we experienced by being invited to the Roydon Circle. This was the 'people move' variety. Tables were set out in a rectangular shape. The members and guests were then split up so that half sat facing into the centre whilst the remainder sat inside facing out. One bottle was put on each table and was tasted by the group at that table. At the end of each round the outer tasters moved clockwise and the inner anticlockwise. Finally everyone individually voted for the best wine.

The other variety is the 'bottle move' which I understand allows two bottles to be compared by fixed groups of people who award points for the best one each round. The bottles are then moved. On completion the scores are added up to decide the winning wine.

It occurred to me that the first method had the advantage of promoting socialising whilst the second was better in allowing voting for bottles at tasting time and probably providing a fairer result.

The solution was to combine the two methods and this is the basis of the 'Ware Drive'. This method has been run successfully for the last three years.

## Basic Requirements

**20-40 participants (ideal range)**

**10 x 1 or 1½ litre bottles\* of entered wines**

**5 tables**

**1 prize for the winning wine**

**1 prize for the worst wine (perhaps)**

**Spittoons for each table**

**Other tasting accessories if required**

*\*A commercial wine is usually included to see how it compares (it has never yet won!).*

1) To enable the entrants of the ten bottles to participate, the bottles should be as similar as possible and have no identifying marks.

One person books the bottles in and allocates a letter to each bottle. A second person labels the bottles 1-10 in random sequence and enters the number against the relevant letter.

This is used later to identify the entrants.

2) Participants (everyone present, hopefully) are requested to sit at the five tables in roughly even numbers, the tables having been pre-labelled A-E.

The people at each table are then split into two groups and the resulting ten groups are allocated code letters as follows:-

Table A . . .	Groups A and F
B . . .	B and G
C . . .	C and H
D . . .	D and I
E . . .	E and J

3) The Drive begins.

The two groups at each table combine to form one team and they taste the wines. A majority decision is then taken at each table to allocate 3-0 or 2-1 in favour of the 'better' wine (see fig 1 Score Sheet).

### Table/Round Score

**Round:**

**Table: Visiting Group:**

**Bottle: Points:**

**Bottle: Points:**

3

**Scores should be 3-0 or 2-1  
half marks are not allowed.**

**Figure 1. Score Sheet**

TABLE A	GROUP A	(Remain at table)
<b>Round 1</b> with Group F At the end of round group F	Bottle 7 v Bottle 10 Stays Bottle 7 to table C	Bottle 10 to table E
<b>Round 2</b> with Group F At the of round group F to table B	Bottle 2 v Bottle 4 Bottle 2 to table D	Bottle 4 to table C
<b>Round 3</b> with group H At end of round group H	Bottle 7 v Bottle 9 Stays Bottle 7 to table E	Bottle 9 Stays

**Figure 2. Table A movement instructions (the first 3 rounds)**

**ROUND.**

	<i>Home Table Group</i>	A	B	C	D	E
	<i>Visiting Group</i>	F	G	H	I	J
	<i>Bottles</i>	7 v 10	3 v 4	5 v 8	6 v 9	1 v 2
1		F	G	H	I	J
2		2 v 4	9 v 8	5 v 7	1 v 3	6 v 10
		H	F	G	J	I
3		7 v 9	3 v 5	1 v 4	2 v 10	6 v 8
		H	F	G	J	I
4		3 v 9	2 v 6	10 v 8	1 v 5	4 v 7
		H	I	G	F	J
5		1 v 6	2 v 7	9 v 10	4 v 5	3 v 8
		I	J	F	G	H
6		5 v 10	4 v 9	3 v 6	2 v 8	1 v 7
		I	J	H	G	F
7		1 v 8	3 v 7	4 v 10	5 v 6	2 v 9
		I	F	H	G	J
8		3 v 10	1 v 9	2 v 5	6 v 7	4 v 8
		I	G	H	F	J
9		4 v 6	1 v 10	2 v 3	7 v 8	5 v 9

**Figure 3. Table Movement Plan**