

Alpaczi

- Gravity **13.6 BLG**
- ABV **5.6 %**
- IBU **47**
- SRM **6.6**
- Style **American IPA**

Batch size

- Expected quantity of finished beer **20 liter(s)**
- Trub loss **5 %**
- Size with trub loss **22 liter(s)**
- Boil time **60 min**
- Evaporation rate **10 %/h**
- Boil size **26.4 liter(s)**

Mash information

- Mash efficiency **85 %**
- Liquor-to-grist ratio **3 liter(s) / kg**
- Mash size **14.9 liter(s)**
- Total mash volume **19.9 liter(s)**

Steps

- Temp **63 C**, Time **50 min**
- Temp **70 C**, Time **10 min**
- Temp **76 C**, Time **10 min**

Mash step by step

- Heat up **14.9 liter(s)** of strike water to **70.2C**
- Add grains
- Keep mash **50 min** at **63C**
- Keep mash **10 min** at **70C**
- Keep mash **10 min** at **76C**
- Sparge using **16.5 liter(s)** of **76C** water or to achieve **26.4 liter(s)** of wort

Fermentables

Type	Name	Amount	Yield	EBC
Grain	Briess - 2 Row Brewers Malt	4 kg (80.5%)	80.5 %	4
Grain	Munich Malt	0.28 kg (5.6%)	80 %	18
Grain	Briess - Caramel Malt 90L	0.2 kg (4%)	75 %	177
Grain	Briess - Vienna Malt	0.22 kg (4.4%)	77.5 %	7
Grain	Castlemalting - Cara Clair	0.27 kg (5.4%)	78 %	4

Hops

Use for	Name	Amount	Time	Alpha acid
First Wort	Simcoe	20 g	60 min	13.1 %
Boil	Simcoe	5 g	15 min	13.1 %
Boil	Amarillo	5 g	15 min	8 %
Boil	Centennial	5 g	15 min	7.3 %
Boil	Cascade	5 g	15 min	5 %
Boil	Amarillo	5 g	10 min	8 %
Boil	Centennial	5 g	10 min	7.3 %

Boil	Cascade	5 g	10 min	5 %
Boil	Simcoe	5 g	10 min	13.1 %
Boil	Amarillo	5 g	5 min	8 %
Boil	Centennial	5 g	5 min	7.3 %
Boil	Cascade	5 g	5 min	5 %
Boil	Simcoe	5 g	5 min	13.1 %
Aroma (end of boil)	Northdown	14 g	0 min	6.5 %
Dry Hop	Simcoe	15 g	3 day(s)	13.1 %
Dry Hop	Cascade	15 g	3 day(s)	5 %
Dry Hop	Centennial	15 g	3 day(s)	7.3 %
Dry Hop	Amarillo	15 g	3 day(s)	8 %

Yeasts

Name	Type	Form	Amount	Laboratory
Safale US-05	Ale	Dry	11.5 g	Fermentis

Extras

Type	Name	Amount	Use for	Time
Water Agent	gypsum	3 g	Mash	70 min
Other	yeast nutrient	10 g	Boil	15 min
Fining	copper finings	1 g	Boil	15 min
Water Agent	lactic acid	4 g	Mash	60 min