

# Belgian Amber Ale

- Gravity **15.2 BLG**
- ABV **6.3 %**
- IBU **36**
- SRM **8.5**
- Style **Belgian Pale Ale**

## Batch size

- Expected quantity of finished beer **20 liter(s)**
- Trub loss **5 %**
- Size with trub loss **21 liter(s)**
- Boil time **65 min**
- Evaporation rate **10 %/h**
- Boil size **25.5 liter(s)**

## Mash information

- Mash efficiency **75 %**
- Liquor-to-grist ratio **3 liter(s) / kg**
- Mash size **18.6 liter(s)**
- Total mash volume **24.8 liter(s)**

## Steps

- Temp **66 C**, Time **60 min**
- Temp **73 C**, Time **15 min**
- Temp **78 C**, Time **0 min**

## Mash step by step

- Heat up **18.6 liter(s)** of strike water to **73.7C**
- Add grains
- Keep mash **60 min** at **66C**
- Keep mash **15 min** at **73C**
- Keep mash **0 min** at **78C**
- Sparge using **13.1 liter(s)** of **76C** water or to achieve **25.5 liter(s)** of wort

## Fermentables

| Type  | Name                                  | Amount         | Yield | EBC |
|-------|---------------------------------------|----------------|-------|-----|
| Grain | Castle Malting - Pilsneński 6-rzędowy | 3 kg (48.4%)   | 80 %  | 5   |
| Grain | Strzegom Monachijski typ I            | 2.6 kg (41.9%) | 79 %  | 16  |
| Grain | Abbey Malt Weyermann                  | 0.4 kg (6.5%)  | 75 %  | 45  |
| Grain | Castle Cara Ruby                      | 0.2 kg (3.2%)  | 78 %  | 45  |

## Hops

| Use for             | Name            | Amount | Time   | Alpha acid |
|---------------------|-----------------|--------|--------|------------|
| Boil                | Kazbek          | 30 g   | 60 min | 4.6 %      |
| Boil                | Hallertau Blanc | 15 g   | 60 min | 11 %       |
| Aroma (end of boil) | Kazbek          | 30 g   | 5 min  | 4.6 %      |
| Aroma (end of boil) | Hallertau Blanc | 15 g   | 5 min  | 11 %       |

## Yeasts

| Name                     | Type | Form | Amount | Laboratory |
|--------------------------|------|------|--------|------------|
| Fermentis Safbrew BE-256 | Ale  | Dry  | 11 g   | Fermentis  |