

Belgian NE IPA

- Gravity **15 BLG**
- ABV **6.2 %**
- IBU **28**
- SRM **5.5**

Batch size

- Expected quantity of finished beer **10 liter(s)**
- Trub loss **10 %**
- Size with trub loss **12 liter(s)**
- Boil time **60 min**
- Evaporation rate **10 %/h**
- Boil size **14.8 liter(s)**

Mash information

- Mash efficiency **70 %**
- Liquor-to-grist ratio **3 liter(s) / kg**
- Mash size **12 liter(s)**
- Total mash volume **16 liter(s)**

Steps

- Temp **68 C**, Time **40 min**
- Temp **72 C**, Time **10 min**
- Temp **76 C**, Time **10 min**

Mash step by step

- Heat up **12 liter(s)** of strike water to **76C**
- Add grains
- Keep mash **40 min** at **68C**
- Keep mash **10 min** at **72C**
- Keep mash **10 min** at **76C**
- Sparge using **6.8 liter(s)** of **76C** water or to achieve **14.8 liter(s)** of wort

Fermentables

| Type | Name | Amount | Yield | EBC |
|-------|-------------------|----------------|-------|-----|
| Grain | Castle Pale Ale | 2 kg (50%) | 80 % | 8 |
| Grain | Pszeniczny | 1 kg (25%) | 85 % | 4 |
| Grain | Płatki owsiane | 0.5 kg (12.5%) | 60 % | 3 |
| Grain | Płatki pszeniczne | 0.5 kg (12.5%) | 60 % | 3 |

Hops

| Use for | Name | Amount | Time | Alpha acid |
|--|---------|--------|-----------|------------|
| Boil | lunga | 15 g | 30 min | 11 % |
| Whirlpool | Wai-iti | 25 g | 30 min | 4.1 % |
| wrzuc po zgaszeniu palnika na czas chłodzenia | | | | |
| Dry Hop | Wai-iti | 25 g | 10 day(s) | 4.1 % |
| po 10 dniach przelej piwo do innego fermentora, jeśli fermentacja zakończyła się | | | | |
| Dry Hop | riwaka | 50 g | 3 day(s) | 3.3 % |
| po pierwszym dniu od wrzucenia przełoż fermentor na CC- 2dni 1°C | | | | |

Yeasts

| Name | Type | Form | Amount | Laboratory |
|------|------|------|--------|------------|
|------|------|------|--------|------------|

| | | | | |
|------------------------|-------|-------|--------|------------------|
| FM41 Gwoździe i Banany | Wheat | Slant | 100 ml | Fermentum Mobile |
|------------------------|-------|-------|--------|------------------|