

FRUIT STOUT #1

- Gravity **16.4 BLG**
- ABV ---
- IBU **30**
- SRM **30.9**
- Style **Sweet Stout**

Batch size

- Expected quantity of finished beer **10 liter(s)**
- Trub loss **5 %**
- Size with trub loss **10.5 liter(s)**
- Boil time **60 min**
- Evaporation rate **10 %/h**
- Boil size **12.7 liter(s)**

Mash information

- Mash efficiency **80 %**
- Liquor-to-grist ratio **3 liter(s) / kg**
- Mash size **6.6 liter(s)**
- Total mash volume **8.8 liter(s)**

Steps

- Temp **40 C**, Time **15 min**
- Temp **66 C**, Time **50 min**
- Temp **72 C**, Time **10 min**
- Temp **78 C**, Time **5 min**

Mash step by step

- Heat up **6.6 liter(s)** of strike water to **43.3C**
- Add grains
- Keep mash **15 min** at **40C**
- Keep mash **50 min** at **66C**
- Keep mash **10 min** at **72C**
- Keep mash **5 min** at **78C**
- Sparge using **8.3 liter(s)** of **76C** water or to achieve **12.7 liter(s)** of wort

Fermentables

Type	Name	Amount	Yield	EBC
Grain	Pilzneński	1.5 kg (49.2%)	81 %	4
Grain	Strzegom Monachijski typ I	0.25 kg (8.2%)	79 %	16
Grain	Strzegom Karmel 150	0.15 kg (4.9%)	--- %	296
Grain	Weyermann - Chocolate Rye	0.3 kg (9.8%)	20 %	493
Adjunct	Jęczmień palony	0.05 kg (1.6%)	--- %	1940
Adjunct	płatki jęczmienne	0.2 kg (6.6%)	--- %	8
Adjunct	Płatki owsiane	0.2 kg (6.6%)	85 %	3
Sugar	Milk Sugar (Lactose)	0.4 kg (13.1%)	76.1 %	0

Hops

Use for	Name	Amount	Time	Alpha acid
Boil	Marynka	15 g	60 min	9.5 %
Boil	Citra	5 g	7 min	13.5 %

Yeasts

Recipe has been printed via **BREWNES.com** - a complex online solution for homebrewers to track brewing process easily.

Name	Type	Form	Amount	Laboratory
Safale S-04	Ale	Dry	6 g	---

Extras

Type	Name	Amount	Use for	Time
Fining	Mech irlandzki	3 g	Boil	15 min
Flavor	Laktoza	400 g	Boil	15 min
Flavor	Maliny	300 g	Secondary	7 day(s)

Notes

- słody jasne [pilzneński, monachijski I, karmel 150, płatki owsiane, płatki jęczmienne] ==> 50 min, 66°C
Oct 24, 2016, 11:36 PM
- słody ciemne [czekoladowy, jęczmień palony] ==> po 50 min zacierania, przy 72°C
Oct 25, 2016, 12:12 AM