

24 Shepherd Neame - Master Brew (clone) - 4.2%

Best Bitter 01 Brouwpunt 5L (60min) (rev 2) Batch Size : 5.6 L Author: My Plonk Beer Boil Size : 9.16 L Post-Boil V.: 5.96 L Type: All Grain IBU : 26 (Tinseth) Mash Water : 2.77 L Color : 17 EBC Sparge Water: 4 L **17 EBC** Carbonation : 2.4 CO2-vol Boil Time : 60 min Top-Up Water: 3.4 L Pre-Boil Gravity : 1.025 Total Water: 10.17 L Post-Boil Gravity: 1.039 Original Gravity : 1.041 Brewhouse Efficiency: 71.8% Final Gravity Mash Efficiency : 73.3% : 1.009 Fermentables (996 g) Mash Profile 850 g - Maris Otter 5.5 EBC (85.3%) Mash Steps 66 g - Extra Light Crystal Malt 100 EBC (6.6%) 72.1 °C - Strike Temp 44 g - Torrified Wheat 3.9 EBC (4.4%) 66 °C - 60 min - Infusion 30 g - Bottling - Sugar, Table (Sucrose) 2 EB... 6 g - Chocolate Malt 950 EBC (0.6%) Fermentation Profile Imported Hops (9.9 g) 19 °C - 14 days - Primary 30 min - 6.7 g - Target (T90) - 7.5% (21 IBU) 19 °C - 45 days - Conditioning 15 min - 3.2 g - East Kent Goldings (EKG) - 5... Water Profile Miscellaneous NL Hoofddorp Rein Tap Water (2020-Q1 WQR) (Am... Ca 119 Mg 10 Na 80 Cl 150 SO 48 Mash - 0.2 g - Baking Soda (NaHCO3) Mash - 6.66 ml - Calcium Chloride (CaCl2) 33... Mash - 0.2 g - Canning Salt (NaCl) Mash - 0.1 g - Epsom Salt (MgSO4) SO/Cl ratio: 0.3 Mash pH : 5.44 10 min - Boil - 1 g - Irish Moss 10 min - Boil - 1 items - Wort Chiller Measurements Bottling - 15 items - Steinie bottle 33 cl (s... Mash pH: 0.5 pkg - Fermentis / Safale Safale - English... Boil Volume: Pre-Boil Gravity: Post-Boil Gravity: Post-Boil Kettle Volume: Original Gravity: Fermenter Top-Up: Fermenter Volume: Final Gravity: Bottling Volume: Recipe Notes

Target:
ABV = 4.0 % (bottle) 3.7 % (cask).
IBU = 26.
Delicate and devilishly drinkable, this quintes sentially Kentish ale lays the county's hallowe

Original recipe by Brew Your Own British Ale At

d, herbaceous hops on a firm, biscuity bed of p ale and crystal malt. Endowed with an inviting auburn-amber hue and a tantalising toffee-ish a roma, it's an enlivening English ale that, give