



OUTDOOR COOK

Start the Good Life

Meat Smoker Instructions (MS - 03)

This is our entry-level meat smoker and a great cylinder smoker it is too. Access is easy via the large side door and there are plenty of racks for placing your bacon, duck, beef, sausages etc on.

Items included:

Smoking cabinet
Meat/fish hooks
Smoking baskets
In-built drip plate
Fire box
500g of beech sawdust to get you started.

This smoker is made from high grade galvanised steel.

Dimensions: 330mm diameter x 780mm high

Instructions for Use

- Unpack the individual items taking care to avoid any sharp edges.
- Arrange the racks and hooks in the smoker in a way to suit the items you are smoking.
- This smoker is fueled in terms of both heat and smoke by the one Firebox that slots in at the bottom. The easiest approach is to partially fill the box with smoldering charcoal, adding as much sawdust on top (and usually at one end) as required. The charcoal will provide heat and cause the sawdust to smoke. (you may need to make the sawdust damp). An alternative method is to pack the firebox with sawdust and light the end farthest away from the handle with a blowtorch. Considerable heat will have to be built up before the sawdust continues to smolder on its own. Beware of sparks when using the blowtorch.
- Adjust the airflow in the smoker with the vent at the top. Temperature and smoke density will be adjusted this way.
- Smoking and curing books should be consulted for recipes. In simplest terms this smoker can be used as an enclosed bbq with added smoke, but to really appreciate the delights of smoking we suggest you research brining, rubs and smoking at lower temperatures.

Care & Maintenance

Your smoker is best stored in a covered dry place, but it can be left outside if



OUTDOOR COOK

Start the Good Life

unavoidable. More than superficial cleaning should not be necessary as long as the smoker is regularly used. Smoke and heat both act as preservatives and your smoker will take on a well-used black smoked appearance in time!