

**Recipe Suggestion** 

# Das Hopinator IPA

**Estimated Recipe Cost** 

\$64.00

## **Ingredient List:**

#### Malts

- 8 lbs. Extra Light Malt Extract (Dry)
- .5 lb. Crystal 20L Malt
- .5 lb. Munich Malt

#### Hops

- 1 oz. Zeus (Bittering 1)
- 1 oz. Columbus (Bittering 2)
- 1 oz. Chinook (Bittering 3)
- 1 oz. Centennial (Flavoring)
- 1 oz. Cascade (Flavoring)
- 1 oz. Cascade(Aroma)
- .5 oz Cascade (Dry Hop)

### Yeast and Adjuncts

- Wyeast London Ale #1028
- 1 tsp. Irish Moss, (or one tab Whirlfloc-T)
- (Optional: 4 oz. Malto Dextrin)

## Instructions:

- Smash yeast pack 3 hrs before assumed pitching time.
- Heat about 1.5 gal. of water to around 150-160 degrees.

• Steep grains in heated water for approximately 1 hour while maintaining the temperature around 155 degrees.

- Remove grains and sparge into wort mixture with 1 gal of water.
- Add wet malt, Malto Dextrin, and bring wort to a boil. Once boiling add "Bittering 1" hops. (1 oz. Zeus)
- @ 15 minutes add "Bittering 2" hops. (1 oz. Columbus)
- @ 30 minutes add "Bittering 3" hops. (1 oz. Chinook)
- @ 50 minutes add "Flavoring" hops. (1 oz. Centennial and 1 oz. Cascade) & add Irish Moss or Whirlfloc tablet
- @ 58 minutes add "Aroma" hops. (1 oz. Cascade)
- @ 60 minutes remove from heat cool wort.
- Add cooled wort into fermentation vessel, then and cool water to equal a total of 5

gallons. Shake or stir container vigorously during application into fermentation vessel to ensure the liquid is oxygenated.

• Ensure wort in now between 64-72 degrees. Once temperature is stabilized, pitch yeast.

- Primary fermentation for 7 days. (64-70 degrees)
- Rack beer to secondary fermentation vessel, add dry hops (.5 oz Cascade)
- Secondary fermentation 21 days. (64-70 degrees)
- Let bottle or keg condition for about 7 days.

• Letting a beer age in its bottle/keg for up to 2 months can greatly improve quality (But there is nothing wrong with taking some "samples" along the way. We often "sample" until it is all gone before the 2 month aging time is over!).