

# BASIC STEPS TO YOUR FIRST BREW DAY

- 1** Steep (soak similar to tea bag) any crushed specialty grains in one gallon of water at 150 to 160 degrees for 20 minutes.
- 2** Remove grains and rinse (sparge) with 150 to 170 degree water. Do not squeeze the grains.
- 3** Top up water in kettle to 3 gallons and bring to boil.
- 4** When boil begins, turn off heat and add extract (syrops or powders).  
Tip: only add half of the extract now - add remainder at the end of the boil.<sup>1</sup>
- 5** With extracts dissolved, heat to boil. WATCH FOR BOIL OVERS!!
- 6** Once boil is under control (foaming has slowed) set timer for 60 minutes. Add bittering hops to boil. Leave lid off kettle.
- 7** If necessary, add any flavoring hops (around 20 minutes remaining in boil) and/or aroma hops (near end of boil).
- 8** When boil is over, cover pot & submerge in ice bath to cool. ANYTHING THAT TOUCHES THE WORT NOW MUST BE SANITIZED!!
- 9** Fill sanitized fermenter with 2 gallons water. When wort is chilled to room temperature, add to fermenter. Top up to 5 gallons with water.
- 10** Aerate wort. Shake/stir/pour/whisk/whatever to get as much oxygen into wort as possible.
- 11** Add (pitch) yeast to wort. Re hydrate dry yeast with warm water. Liquid yeast typically requires a yeast starter prepared in advance.
- 12** Let ferment in temperature-stable area. 68 degrees is a good rule of thumb for ale fermentations.<sup>2</sup>

1. Splitting the extract additions helps make your wort less concentrated. This helps reduce darkening & caramelization as well as helps increase hop efficiency.

2. Fermentation temperatures are a very important step to quality homebrew. Keep in mind that the fermentation will create it's own heat, so a room that is at 68 degrees may ferment a bit too warm. A 65 degree room may be more appropriate. You will see about 2 to 3 days of real vigorous fermentation before it slows right down. This is normal and is dependant on many factors including the yeast strain being used. A good rule of thumb is about 2 weeks time before the beer is ready to be bottled.

# BASIC STEPS TO YOUR FIRST BOTTLING DAY

- 1** Everything that touches your beer at this point needs to be CLEAN & SANITIZED prior to use.
- 2** Ensure that fermentation is complete. Specific gravity should remain unchanged over a few days and should generally be below 1.020.<sup>1</sup>
- 3** For 5 gallons, boil 4 to 5 oz. of corn sugar in 2 cups of water to sanitize. Add the sugar solution to sanitized bottling bucket.<sup>2</sup>
- 4** Siphon (rack) the beer into the bottling bucket on top of the sugar solution.<sup>3</sup> Try to minimize any splashing - OXYGEN IS THE ENEMY!!
- 5** Sanitize bottles (2 cases of 12 oz. bottles is normal) & caps.
- 6** Connect tubing to spigot and bottle filler to other end of tubing. Open spigot and press filler onto bottom of first bottle. Fill right to the top. Continue filling bottles.<sup>4</sup>
- 7** Place cap on bottle & crimp tight with bottle capper.
- 8** Store bottles in a warm area (65 to 75 degrees) for carbonation. Typical time to carbonate is two weeks.
- 9** Enjoy your homebrew!

1. Your finishing gravity will vary based on many factors including the strength of the beer, the fermentation temperatures, and yeast choice. In general, a standard 4-6% ABV beer will finish in the 1.010 to 1.015 range. A little higher can occur on beers with more specialty malts and 1.020+ gravities can occur on very strong beers.

2. This step can be skipped if you are using prime tabs or carbonation drops. Prime tabs & carbonation drops are little pills that are added directly to each bottle for a more consistent carbonation across the batch.

3. The circling of the wort from the siphon should be enough to mix the sugar into solution. A gentle stir with a sanitized spoon may help as well.

4. You don't have to cap the bottles immediately after filling, but it's good practice to at least place the cap on top to avoid any dust falling into the bottle. Having a helper is very nice on bottling day - one person fills, the other caps.