



JURASSIC SPARGE

Amber Ale

Inspired by unlocking the secrets of T Rex DNA in amber preserved from the Jurassic era, the KegLand brew crew elected to make an Amber Ale instead of unleashing a ferocious, extinct dinosaur upon the world.

Now you too can enjoy a delicious Amber Ale, Jurassic style!

INSTRUCTIONS:

REQUIRED EQUIPMENT:

- ✓ All Grain Recipe Kit from KegLand
- ✓ Brewery such as a BrewZilla
- ✓ Mash Paddle
- ✓ Refractometer or hydrometer
- ✓ No Chill cubes or a wort chiller
- ✓ Fermenter such as a FermZilla
- ✓ Cleaner (StellarClean PBW)
- ✓ Sanitiser (StellarSan No-Rinse)
- ✓ Kegs, bottles or cans

RECOMMENDED SUPPLIES:

- ✓ [Brewing Salts Starter Kit](#)
- ✓ [Whirlfloc](#)
- ✓ [Heavy Duty Brew Gloves](#)
- ✓ [20L HDPE Hot Cube](#)

KegLand

RECIPE CHECKLIST



- 1 x All Grain Recipe Malt Selection
- 1 x Lallemand Nottingham Yeast Sachets 11g
- 25g Bravo Hops

BREW SPECIFICATION

Volume	21 Litres
IBU	24
OG	1.051
est. FG	1.013
ABV %	5%
Colour (EBC)	30



MY RATING:

1 2 3 4 5

APPEARANCE

AROMA

TASTE

OVERALL

BREW DAY QUESTION?

Our friendly staff are ready to help!

EMAIL US 24/7
beer@kegland.com.au

CLEANING & SANITISING

First, clean all equipment if not already ready clean.

We recommend using [StellarClean PBW](#) for this. All 'cold side' equipment – spoon, fermenter, bottles etc must also be sanitised. All equipment that will come into contact with your brew post boil must be sanitised.

All equipment that will come into contact with your brew post boil must be sanitised with a quality no-rinse sanitiser, such as [StellarSan](#). For sanitising external fittings, we recommend [Super Kill Ethyl Spray](#)

1 THE MASH

Heat the strike water to the right temperature to achieve the correct mash temperature. Typically this will be 6-8°C higher than the mash temperature, although brewing system, size of grain bill and ambient temperature can have an effect – use BrewFather or a Strike Water Calculator if desired.

Add the brewing salts (if using) to the strike water. You can purchase a [brewing salts starter kit here](#). **The salt additions are based on an RO water profile.** If you are not using RO water, use brewing software such as BrewFather to calculate salt additions. Once strike temperature is achieved, add your milled malt and stir thoroughly to ensure there are no dough balls. Check the mash temperature and adjust as needed.

Let the grain bed sit for 10 minutes, then begin recirculation. Mash for a total of 60 minutes. Preheat the sparge water to 75°C towards the end of the mash. Once the mash is complete, lift the malt pipe and drain the wort. Add your sparge water at 75°C to the malt pipe. Once the sparge is complete, begin the boil by turning the elements to full. Pay attention as the boil approaches 100° in order to avoid boil-overs.

MASH SCHEDULE	
Strike Water	22 Litres
Sparge Water	7 Litres
Mash Temp	65°C
Calcium Chloride	3.5 g
Epson Salts	2 g
Gypsum	0 g
Mash pH	5.3
Pre Boil Volume	26L

2 THE BOIL

Boil the wort according to the schedule, adding hops as required.

A 60 minute hop addition means the hops are boiled for 60 minutes (normally the full duration of the boil). A 10 minute hop addition means add the hops 10 minutes before the boil ends.

If using [whirfloc](#), add in the last 10-20 minutes of the boil.

For whirlpool hops (when required) you will get the absolute best result cooling the wort to around 80°C for 20-30 minutes, and adding the hops when this temperature is achieved. If you are 'no chilling' we recommend stirring the wort with the elements off until the temperature has dropped to at least 90°C in order to minimise adding additional bitterness. If doing a 'no chill' brew, cutting the hop timing in half will minimise increasing bitterness.

When the boil and any post boil hop additions are done, you are ready to transfer the wort. If using the No Chill method, simply pump it directly into your clean and sanitised No Chill cube. Otherwise, chill using your desired method and transfer to your fermenter. Ensure that your fermenter is cleaned and sanitised prior to transfer.

3 THE FERMENTATION

Ensure that your fermenter has been thoroughly cleaned and sanitised. If using an airlock, half fill it with sanitiser at the correct dilution. Add the cooled wort to the fermenter and pitch the yeast by sprinkling directly onto the cooled wort.

If you are using temperature control, the ideal schedule for this beer is 18°C for the first 3-5 days, then ramp to 20-22°C until fermentation is finished. If you do not have temperature control, then try to keep your fermenter in an area where the temperature will not exceed 20-22°C. The first 24 hours after pitching the yeast are the most critical in ensuring you do not get undesirable off flavours from fermentation.

BOIL SCHEDULE	
Boil Time	60 mins
Post Boil Volume	21L
10g Bravo Hops	60 mins
15g Bravo Hops	5 mins

A great way to ensure you get consistently great beer is to get a small cheap/free fridge from Gumtree and make a fermentation chamber. This can be done easily with an inexpensive [temperature controller](#) and a [heat belt](#) or [wrap](#). You just plug the fridge and heat belt into the temperature controller and put the fermenter in the fridge, dial in the temperature and forget about it.

The absolute best way is to invest in a [RAPT Fermentation Chamber](#) and pair it with a [RAPT Pill!](#)

Note that if you are using a pressure capable fermenter (such as a [30L FermZilla All Rounder](#)) you will get the best results at around 10-12psi. Allow pressure to build up with a spunding valve at least 24 hours after pitching.

If using a RAPT Fermentation Chamber or RAPT Temperature Controller refer to the Recipe Kit Product page for a Fermentation Profile link.

14 THE DRY HOP (IF REQUIRED)

Feel free to experiment with the dry hop – different times and temperatures can give quite different results.

For the best results, add the dry hops at the end of fermentation. If you are using a pressure capable fermenter, then set the spunding valve to around 12psi after adding the hops.

A dry hop is not required or suitable for this style

15 TRANSFERRING THE FINISHED BEER

Once fermentation is done, it is time to transfer your finished beer! Ideally, cold crashing for at least 48 hours will give the best results before transferring.

To determine that fermentation has finished, check that gravity is stable across three consecutive days. If so, fermentation is done and the beer can be transferred.

Do not transfer until fermentation is complete.

Bottling your beer: Please refer to our detailed beginners guide for bottling from a fermenter here: <https://www.kegland.com.au/blogs/keglearn/blog-post-a-beginners-guide-to-bottling-homebrew>

Kegging your beer: Refer to our detailed beginners guide for kegging from a fermenter here: <https://www.kegland.com.au/blogs/keglearn/blog-post-how-to-keg-your-beer-a-basic-guide>

Canning your beer: Refer to our detailed beginners guide for canning here: <https://www.kegland.com.au/blogs/keglearn/blog-post-how-to-can-your-beer-a-beginners-guide>

