



## Von Steuben Festbier – Prost to the German-born hero of the American Revolution!

Danke schoen, Von Steuben! The German-born hero of the American Revolution who came to teach the Continental Army how to fight is certainly worth the raising of a liter stein! This Festbier, the tent beer served in Munich at the world famous Volksfest, is well-balanced, with a kiss of hops and a light malt character, and drinks beautifully. Prost!

### BEER SPECS

#### Original Gravity:

1.047 —1.049 @ 65% efficiency

1.051 —1.053 @ 70% efficiency

1.055 —1.057 @ 75% efficiency

**Final Gravity:** 1.009—1.013

**IBU:** 15-20

**ABV%:** 4.5% - 6.3%

**Yield:** 5 Gallons

### NOT INCLUDED IN KIT

Irish Moss (*for clarity, optional*)

Yeast

Bottle Caps (*53 caps needed*)

Priming Sugar (*5oz or 3/4 cup*)

### MASH & FERMENTATION

#### Suggested Mash Temperature:

A low to moderate mash temperature is recommended to create a beer with lighter body that is very easy to drink. We suggest a mash temperature of 148° - 150°F.

#### Fermentation Schedule:

If doing a lager fermentation, we suggest a primary fermentation of two to three weeks at 48° - 58°F, followed by a lagering phase of 1 to 2 months at 34° - 42°F. If doing an ale fermentation, we suggest a primary fermentation of two to three weeks at 58° - 68°F. Lutra Kveik can be fermented even warmer. A secondary fermentation can be used to clarify beer and reduce sedimentation, if desired.

### RECIPE DETAILS

**9 lbs.** Pilsner Malt  
**1 lb.** Light Munich Malt  
**0.50 lb.** Dark Munich Malt

### FERMENTABLES

**1.0 oz.** Hallertau hops, added at the beginning of the 60 minute boil  
**0.5 oz.** Perle hops, added 30 min from the end of the boil  
**1.0 tsp.** Irish moss (*optional*), added 20 min from the end of the boil

### BOIL SCHEDULE

YEAST SUGGESTIONS: White Labs WLP820 Oktoberfest Lager, Imperial Organic Yeast L17 Harvest, Omega Yeast OYL071 Lutra Kveik, Wyeast #2206 Bavarian Lager, Wyeast #1728 Scottish Ale, Saflager 34/70 Dry Yeast, or Safale-S04 Dry Yeast

