Red Wine Fermentation Plan Guide

Batch #	, Grape	Source		Price	
Date	Weight	LB x Est	yield 30L/h# =	Vol	L
Volume less Sa	ignee blush	L = Final Volume	L	(ppm = mg/I)	ـ)
Specs; Brix Ref	fr SG	pH	TA _	YAN _	
Potential alcoh	nol %: .58 x (Bri:	x - 2.1) $x SG =$	%Alc	Alc target	%
Adjustments; S	G Target	sugar g / water %	,	L New Vol _	L
Total water add	ition	L, add to additions	S		
Acid Addition	, (1 g/L tartaric acid a	ddition causes pH shift in	n must of approx	.18) Target pH	
Tartaric Acid	g/L , Vol	$L x \underline{\hspace{1cm}} g/L = wt$	t gr	adjusted pH	
YAN Target _	mgN/L Add	lition F-K	gr F-O	gr DAP	gr
Adjusted Spec	s, Brix Ref	SG	_ pH	TA	
KMS 25ppm Vo Eg At Crush, Kl Lyzsoyme additi Enzyme; Add a Lallzyme EX Tannin Addition FT Rouge (Sof	L x .043g MS 25ppm in Vol 150 on? ASAP after crush. at crusher, After SO2 hat Dose .75 – 1.5 g/h# _ 6-8 Hrs after Enzy 20 – 50g/hL	= Target SO2 gr KN gr/L = gr KN oL x .043gr/L = 6.45gr N Dose 10 - 50 g/hL as been mixed well at cru gr or me gr, Oak chi /hL	MS, =hL volumble SA-V .5 - 1.0 g ps 2 - 4g/L	_mls, / #drums = <u>nls</u> Vol; per drum is 4 x dose = <u>g</u> /h#	ml 4 doses x <u>20</u> mlsgramsgr
Opukeu / Boos 2. doses	• early/late) =	nilgr		gı	
ColorMax do	ose; $10 - 30g/hL$, as	dd at 1/3 rd ferment,		gr	
Must Vol GoFerm / Prot	ect; Hydrate in	gr; x 1.25 = Wt. G mls water at 43°C, let n over 5 mins, then equ	t cool to 40°C th	nen add yeast, let sta	
Fermaid-O, Ya	an addition	n starting YAN) See Yan , hydrate in juice or w tion or one day after.	ater, (max tota	l add 40 gr/hL) add lepletion 20 gr/hL_	gr
Aerate during fi	irst 3 days, (Aquariun	Add 25 – 75 gran air pump) (Possible a Yan addition	addition of Vit I	gr one day after y B5 Pantothenic acid	yeast addition , 1 cap per drum
M/L culture Acti-ML rehyd	, Co-fern	ature 20° -25°C) Min nent; add 1-2 days af at 20g/hL, vol =	ter yeast in. Po	ost ferment; at end	l AF
Opti'Malo Plu	s; (dose: 20 g/hL) mix	x with water or wine, a	add to must just	before M/L addition	n
	se: 30 gr/hL	gr. Add at 1/3 A nLgr , if slugg			