



*SPECIAL  
PURGATORIO  
EDITION*



## *Greeting from the Chronicler*

Welcome to the special edition of the Brewers' Guild Newsletter. We wanted to give everyone a chance to ponder the suggestions for Guild ranking and discuss them again at Purgatorio, before we ratify them. If you have any input on these suggestions, please bring them up at Purg., or let Morgan, Coelgar, or myself know of your thoughts.

Again I want to thank everyone who contributed to this newsletter. Special thanks to Raimund Brent for his marvelous period recipe.

Please help me keep the Guild mailing list up to date. If you move, let me know so I don't send the newsletter to the hapless next occupant of your previous domicile. Also, be advised that if we ratify the ranking system as proposed, you'll be mailed a newsletter as long as you remain on the Guild roster (that is, you have to pay your taxes to get the mag). Naturally, I'm sure you are all saying that the taxes are a small price to pay for such a delightful and informative newsletter. If you think you are on the roster, but you haven't been mailed a newsletter, let me know. I could (possibly) have mistyped your address, not been informed of your new address, etc. I'm trying to keep the roster up to date and accurate, but my lable-making demon and I need your help.

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: Rumor has it that there will be a brewing contest at  
: Ducal Prize. That's all I know. You heard it here first.  
: .....  
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**Volume 2, Issue 3**  
**Special Purgatorio Edition**

## MORGAN'S CORNER

*by Morgan Conner*

Greetings from the old Guildmaster, on the occasion of this special issue of the newsletter. The reason for this issue is to help finalize the Guild ranking system. We had a very good discussion of the ranking at June Crown, and I believe we have a workable system. So, I requested this special issue so that I could relate our ideas to those who weren't present. We'll discuss it again at Purgatorio and formalize the system by October. I really would like to have this system in place when I step down as Guildmaster. First, let me define a few terms that I'll use to describe the system.

**Style:** one of the major types of brew, e.g. beer, wine, mead, cordial, or non-alcoholic

**Public Service Work:** promoting the art of brewing by teaching a class, researching and writing articles for the newsletter, etc.

**Taxes:** (for want of a better word) brew donated by each member to the Guild based on that member's level of expertise. One tax unit equals two bottles of beer (24 oz.), one bottle of wine (12 oz.), one bottle of mead (12 oz.), one small bottle of cordial (6 oz.), or two bottles of non-alcoholic brew (24 oz.)

**Proficiency:** judged competent in a style by his/her fellow brewers, i.e. the brew is consistently good and lacking in flaws. It takes four different successful brews to be deemed proficient in a style.

The system consists of four levels: Apprentice, Journeyman, Craftsman, and Master.

The **Apprentice** is a beginning brewer. The only requirement is that he/she donate one tax unit to the Guild per year. A failure to do so will result in removal from the Guild roster.

A **Journeyman** is a more experienced brewer. He/she has shown proficiency in one style in the judgment of the other members of the Guild. To be a Journeyman, one must also perform one Public Service Work. The Journeyman's taxes are raised to three tax units per year.



## *Morgan Continued...*

The Craftsman has shown proficiency in at least two styles, by consensus of his/her fellow Guild members. He/she has also performed at least three Public Service works. Upon elevation to Craftsman, taxes are raised to six tax units per year.

The Master status we left undefined for now, but we felt that it was equivalent of getting a Laurel for brewing. We didn't feel that anyone was close enough to this level to worry about it now, we'll define it when the time comes.

As mentioned above, taxes are required for each of the levels, based on competency. These are minimum requirements, a brewer may give more if he/she wishes. Failure to pay taxes would result in being dropped from the Guild roster. To be reinstated, just make up the back taxes. This system isn't too strenuous, and allows everyone the chance to go as far in the rankings as they want.

That's all I have for now. Thank you for your time and we'll see you at Purg. As I have said, we would like to get this finalized by October, so let your voice be heard.

Ha-ha, fooled you! A few more bits of information I should pass along. First, the Brewers' Guild now has an official badge. I got two calls from heralds informing me of the badge status (or were they looking for homebrew handouts?). For those of you who don't remember the submission, I'll try to blazon it: Fieldless, a laurel leaf vert on a tun or. For non-heralds that's a green leaf on a gold keg with any color background.

I also received a call from Lady Cillene MacRorie asking if the Guild would be interested in setting up a display or a tasting booth at Twelfth Night. So, do you want to talk shop, tell stories, and drink under the guise of Guild business?

Okay, last bit of news. No really. Since October Crown is to be held near Modesto (and only a few miles from my house), and since it is the time of Oktoberfest, I would like to suggest we take a field trip to St. Stan's Brewery in Modesto sometime during the weekend of Crown. Anyone interested?

That's all I have for now. Thank you for your time and we'll see you at Purg. As I said, we'll discuss all these things then and get things settled before Coelgar becomes Guildmaster in October.

## *My Two-Cent's Worth*

*by Runwynn*

While I generally agree with the Guild Rankings, I take one small exception. I think that it's best to make all the rules from the very beginning. If you make the system clear and cohesive from the very start you will have fewer problems later on. Build in a system for changing the rules if they prove not to work, but I hesitate to leave the decision as to what constitutes a Master Brewer until the situation comes up. I offer this suggestion:

A Master is proficient in at least three styles or has been awarded a Laurel for brewing.

A Master has helped another Brewers' Guild member advance one rank.

A Master's taxes are raised to 12 tax units a year.

A Master must perform six Public Service works to attain the rank, and must perform one Public Service work each year and remain on the Brewers' Guild roster each year to maintain the rank.

The last requirement is pretty radical, but I believe that you shouldn't become complacent upon reaching the higher ranks. You should remain available as a teacher and a contributor if you wish to continued to be called a Master of the Guild. I also feel strongly that the teaching aspect be emphasized, which is why I included the part about helping another member rise in ranking. I feel that the other requirements follow logically from the structure set up for the other ranks.

I would also like to add that a member should be allowed to take a leave of absence from the Guild, without losing any status or having to make up back taxes. The leave would be granted at the discretion of the Guildmaster. Examples of reasons for taking a leave of absence might include: having to leave the Kingdom temporarily due to a job transfer or joining the armed services, or because of a prolonged illness. While leaves should not be granted for frivolous reasons, it seems only fair to excuse members whose mundane commitments make it impossible for them to participate.

Let's discuss these ideas at Purgatorio.

# Grains

by Morgan Connor

When I first started my research for this article, I was intending to write about the specialty malts used in the flavoring of beers. But, as I studied, I found more and more information I wanted to include, until the scope of this article had expanded far beyond my intentions. So, now I am writing about all (or at least, attempting to) the different types of fermentables used in making beer. I have also decided to split this article up into several installments since it may become rather long and I know our dear chronicler wouldn't be able to afford the postage to mail it. (I'd just use teeny tiny type!—Ed.)

The basics of beer are water, yeast, barley, and hops, or so the Rein... Reinges... Reingesb... The German Purity Law tells us. (It's Reinheitsgebot, pronounced Rhine-HEIGHTS-geh-bot—Ed.) Barley isn't always the only fermentable used, as one can tell from a trip to a good local liquor store, It is, however, the main one, so we'll start with malted barley.


There are two varieties of barley from which the brewer can make his beer—namely two-row and six-row. The barley kernel is made up of a husk, an embryo, and food for the embryo in the form of starch. Generally the two-row barley has a higher starch content (and therefore more potential sugar), but has less enzymatic power, or ability to break the starch down into sugar to feed the embryo. The six-row variety has higher enzyme potential, and a greater amount of husk material, but a lower starch content. In summary, the two-row variety will yield more sugar extract, while the six-row is able to convert more starches, and is desirable for mashing with other grains. The six-row barley is often used due to the greater amount of husk material, since the husk can be used as a filter.

The first step in the brewing process is the malting of the barley. The barley is cleaned, sorted, and placed in tanks where it




## *Grains Continued...*

is allowed to steep in water. At regular intervals, the water is drained and more water is added. It stays there for about forty hours, or until the moisture content of the barley reaches 40-50 percent. The wet barley is moved to another room where the temperature is maintained at 60 degrees, air is blown into the room, and the barley is periodically turned. Here it is allowed to germinate and grow. After five days, the rootlets are removed and the barley is kiln-dried over the next 35-40 hours. The barley has been malted, that is, it is a product consisting of sugars, soluble starches and developed enzymes.



The brewer now takes the malted barley and processes it into fermentable sugars in a step called mashing. First, the malted barley is milled or ground to facilitate the sugar extraction. The malt is then steeped in water at specific temperatures and times to activate the enzymes.

These enzymes, in turn, convert the starches into fermentable sugars. At the end of the mashing, the grain is removed and rinsed. The rinse liquid, along with the seeping liquid is collected for the next step in the brewing process.



This sweet liquid is called the wort.

At this point, the brewer would start making his beer. However, if the brewer doesn't mash his own grain, he would buy a pre-mashed extract. These extracts come in two types, either syrup or dried. The syrup extracts are produced by evaporating the water under a vacuum, and consist of 20 percent water and 80 percent sugar and unfermentables. These syrups are also available with or without hops already added. The dried malt extracts are the same as the syrup types, except that all of the water has been removed. There are hundreds of varieties, depending on the type of grain and how it was treated during the malted and mashing.

The brewer now boils his wort along with other adjuncts such as hops or flavoring malts to make his beer, but I talk more about that in the next installment.

## *Coelgar's Corner*

*by Coelgar of Amberglen*

Thanks to all of you who helped work out the ranking system at June Crown. Good work! Sorry I couldn't be there, but I'll be at Purgatorio to help put the final touches on the system. We definitely need to hear from all types of brewers. I especially want to get some input from those who make cordials, that being an area of the brewing arts that I know the least about.

It's easy for me to see that ale is fermented grains, and wine is fermented grapes, and mead is fermented honey. Do we classify everything else as a cordial? Is every non-fermented alcoholic concoction a cordial? Or do we need another style? For example, what is apple pie?

I like the idea of the non-alcoholic style. I know many people who are quite fond of home-brewed root beer. Not everyone can—or chooses to—drink alcohol (Gasp—Ed.). It's important that the Brewers' arts be available to all. I think there's a lot of room here for creativity and innovation. Does anybody know where I can get some Sasparilla bark?

The other thing I want to talk about is just a quick note about the badge. Given that the badge is fieldless, we can assign colors to correspond to the various guild rankings. You could show your Guild ranking by wearing a token with the appropriate field color. Morgan's idea for master level is purple field. My suggestions for the other colors are as follows:

Craftsman: black

Journeyman: red

Apprentice: green

We can talk about it at Purg, see you there.



## *Rose Petal Wine*

*by Raimund Brent*

Here is a truly period wine that I made and got lots of good remarks about. I gave one bottle as a wedding gift to a lady who truly loved the wine. The recipe is as follows:

4 to 8 quarts of rose petals, firmly packed down  
2 gallons of water  
5 to 8 lbs. of sugar  
2 lemons  
1/2 oz. yeast

Pluck enough scented rose petals to fill 4 to 8 quarts, and let cool water run over them for about 10 minutes to remove any sprays. It's best to pick the petals at least 10 days to 2 weeks after the roses were last sprayed.

Put petals into a crock

Put 2 gallons of water into an enamel or stainless steel pot and bring to a boil. Add 5 to 8 pounds of sugar, depending on how sweet you want the wine (I used 5 pounds). When the water boils, pour over the rose petals in the crock.

Wash the lemons, peel them very thinly, put the rinds in the crock then add the lemon juice.

Dissolve the yeast in 1/2 cup water and pour into the crock.

Let the must ferment, stirring it once or twice each day.

When fermentation stops, strain the wine into glass jars, squeezing every drop of juice out of the rose petals. Let it stand for two or three weeks, and then siphon off the clear wine into bottles. If the remaining wine does not clear, then fine it with eggshells or isinglass.

The color of the petals will affect the flavor of the wine. White petals have a very light taste, whereas red petals are bitter. So before you make this drink, I would suggest that you taste some rose petals of different colors to see what they are like and then try different amounts of different colored petals. It is a rare and wonderful wine.

The recipe comes from *Folk Wines, Cordials, and Brandies* (Vanguard Press, 1963). From this book I have made Rose Wine and Lemon Wine, and I wish to make many more.

# *Ranking Drinkers*

*by Ciombady Huato Nobedar*

I read our chronicler's unjust accusations of me in the last issue, so first I want to set the record straight. There I was, minding my own business, which of course, requires consuming vast quantities of beer, when Runwynn asks me to write an article for the newsletter. As I am willing to share my vast knowledge of beer with others, I agreed. I asked when she wanted the article. She replied that this was the standard freebie-press contract: you don't get paid and they want it yesterday.

So I drop everything (well, everything except my beer mug) to begin working on the article. Runwynn claims I passed out. This is patently false, but I can see how she could misconstrue my state of creative concentration. She also doesn't mention how she sat around all night drinking *my* beer and nagging me to write something. I told her I'd get her the article tomorrow, but she said that since she needed it yesterday, today was still OK, but tomorrow would be too late. Who can understand this strange deadline magic? I wrote the article anyway and she says she'll put it in the next newsletter. She'd better!

This talk of Guild Rankings is well and good, but we're missing one very important point. To wit: what are the ranking for Drinkers? 'Tis easy to rank the merits of a Brewer, yet the merits of the Drinkers are worthy of mention as well. Forthwith are my suggested rankings.

**Amateur:** Stumbles around camp seeking drink. Usually doesn't even carry his/her own mug, but has to borrow one if lucky enough to be offered drink. Can be loud/obnoxious/a nuisance or all of the above. The Amateur has potential but needs a lot of help.

**Initiate:** Has enough sense to carry a large, useful mug at all times. May occasionally even provide drink of the swillish variety, while noting that it's better than nothing. The Initiate starts to realize that if one doesn't make a total fool of oneself at a camp where drink is offered, one might be invited back again. The Initiate assists Amateurs and is often found in their company.

**Journeyman:** By Journeyman, the Drinker begins to bring homebrew, or at least good microbrewery beer, to events. Has not only own mug but spare mugs for Amateurs. Has learned a few drinking songs and jokes and can perform them successfully. The Journeyman learns to sniff out which camps are partying. The Journeyman sponsors promising Initiates.

**Master:** Brews his/her own great beer and always has enough to share. Always has a good party going, with the best singing and joke telling. Knows when to cut off the Amateurs and always has extra food and sleeping space for the over-enthusiastic. The Master puts up with the Amateurs, inspires the Initiates, and teaches the Journeymen.

We don't have to discuss and ratify these rankings, because we all know they exist. As the great Arlo of Guthry said: "You may know someone in a similar situation, or you may be in a similar situation." By these rankings I'm only an Initiate, but I know a group of Masters. No, I'm not going to tell you who they are, why should I? Find your own Master Drinkers. Or become one yourself.

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