

May Cocktail: the *Ad Astra* - for Peter Hemmen

This citrus-forward rye old-fashioned cocktail nods to the excitement and magic of the early space race days. Multiple notes of Cape Canaveral orange add just *the right stuff* to a smooth and spicy rye whiskey base. The completed cocktail is then smoked, in honor of the safe landing of this drink on your table. Take a sip and you're on your way *to the stars...!*

Ingredients:

- 2 oz rye whiskey
- .5 oz freshly squeezed orange juice
- .25 oz simple syrup (orange is ideal if you're making your own!)
- 2-3 dashes orange bitters
- orange slice or half moon (to garnish)
- high quality cocktail cherry (to garnish)
- *optional*: apple, cherry, or hickory wood chips (food-grade, for smoking)
 - *or* a smoky/peaty Scotch (like Ardbeg, Laphroig, or Lagavulin)

Preparation:

- Combine all liquid ingredients in a mixing glass three-quarters filled with ice
- Stir until chilled, at least 20 seconds
- Taste and adjust

to "smoke" with a scotch rinse:

- Add a small amount of highly peated scotch to your serving glass (a barspoon should suffice)
- Carefully turn the glass to coat the inside

to smoke with a "Smoking Gun":

- Decant the mixed cocktail into a small jar or other sealable vessel; I suggest double-straining.
- Using a small amount of your food-grade wood chips, add smoke to the vessel.
- Seal; invert gently
- Leave the cocktail for at least 10 seconds and up to 5 minutes to infuse

to smoke with wood chips:

- Decant the cocktail from the mixing glass into another glass; I suggest double-straining.
- Light a small amount of food-grade wood chips in a small metal or high-heat glass bowl.
- Set the lit wood chips next to the cocktail and cover both with a large glass bowl.
- Leave the cocktail at least until the bowl is filled with smoke; keep an eye on the fire!
- Remove the bowl (carefully! it may be hot!) and extinguish the chips.

Serve:

- Pour cocktail over a large ice cube
- Garnish with an orange slice or half moon and a high quality cocktail cherry