



Life on Mars

With international travel off the cards, we developed this ☐Life on Mars' Donut Recipe! So teleport your senses and try your hand at baking (and eating) this fun recipe! Bound to be a hit with customers and fellow bakers alike.

INGREDIENTS

INGREDIENTS	WEIGHT
Donut	
YRD Donut Mix	2.000kg
Mauri Compressed Yeast or Instant Dry Yeast*	0.100kg or 0.040kg
Water <i>We recommend 48-50% water on premix weight.</i>	0.960-0.980kg
*if using Mauri Instant Dry Yeast, add an extra 0.060kg water to the mix	
Shiny Dark Chocolate Glaze	
Water	0.250kg
Thickened Cream	0.150kg
Cocoa Powder	0.100kg
Castor Sugar	0.250kg
Dark Chocolate	0.200kg
Mars Bar	1

PRODUCTS

57302 YRD Donut Mix 15kg; 10897 Compressed Yeast 12kg; 60695 Instant Dry Yeast 10kg (500g pack); 35874 Instant Dry Yeast 10kg (5kg pack)



METHOD

DONUT

1. Place the water, YRD Donut Mix and then yeast into a mixer fitted with a dough hook.
2. Mix on low speed for 1 minute. Scrape down.
3. Mix on high speed for 10-12 minutes or until dough reaches peak development.
4. Aim for finished dough temperature of 27-30°C.
5. Rest for 5 minutes before processing/sheeting.
6. Sheet out the dough to approximately 10mm thickness. Ensure to shake down the dough to reduce tension in the dough, relax the dough, as this will reduce shrinkage.
7. Cut donuts as required and place into proofer. **Please note:** the dough is soft and fairly sticky to touch.
8. We used a 9cm cutter and proofed for 23 minutes.

SHINY DARK CHOCOLATE GLAZE

1. Combine the water and the cream and bring to the boil.
2. Blend in cocoa powder and sugar then continue to heat, while stirring, until temperature reaches 106°C.
3. Remove from heat and pour over the chopped dark chocolate and mix until smooth.
4. Reserve mixture in fridge until required.
5. Warm desired quantity of chocolate glaze to body temperature of 37°C .
6. Dip the donut into the glaze by submerging 1/3 of the donut, then place on a tray with glazed side up.
7. Decorate top of glazed donut with broken up pieces of Mars Bar.