

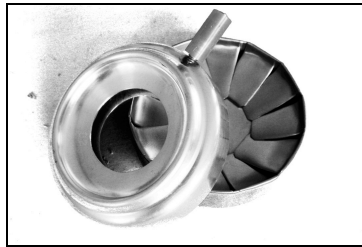
The Bake & Simmer Ring for FLAT CAT Stoves

Instructions for Use

The Bake & Simmer Ring is an accessory that is used in conjunction with your FLAT CAT stoves (with the Bobcat Cooking System). When you place the ring on top of the stove, you lower the stove's power output by ~75% to around 75 watts. The Simmer & Bake Ring can also convert your Bobcat into a "fair weather" baking system (the Epicurean stove is the best option for all weather baking). When not in use, we recommend storing your Bake & Simmer Ring on top the FLAT CAT Stove. This provides optimal protection for the ring. Note that the Simmer Ring is not compatible with the FLAT CAT Snow Leopard stove or the Snow Leopard System.



Simmer & Bake Ring



Pot elevated for baking

Simmering

1. **Place the stove** on the center of the heat shield
2. **Add fuel** (enough for boiling and simmering) and light the stove, you are ready to use start boiling water.
3. **To simmer**, remove the pot and windscreen. Place the Bake & Simmer Ring over the stove and make sure that it is properly seated. The Simmer & Bake Ring should be level and seated all the way down on the stove. Note that alcohol flames are practically invisible in the daylight so use caution when placing the Simmer & Bake Ring.
4. After placing the Simmer & Bake Ring onto the stove, the simmering level will be quite high as the stove is very hot. We recommend that you let the Simmer & Bake Ring / Stove assembly burn for 1-2 minutes before replacing the pot and windscreen. This will allow the stove time to cool down a bit providing more consistent simmer output. The pot is positioned in the normal (or lower) position.
5. When using the Bake & Simmer Ring, note that the flame is very low and that in high wind conditions, the flame could blow out. While simmering, periodically check the stove to verify that it is still light.

Baking

1. **Place the stove** on the center of the heat shield
2. **Add fuel** to the stove and place the Simmer & Bake Ring on top of the stove. The Simmer & Bake Ring should be level and seated all the way down on the stove. 1 ounce of fuel will burn for 30 to 40 minutes. ***CAUTION: When simmering do not have more than 1 oz. (30ml) of alcohol in the stove. Excessive fuel will cause the stove to have a high output heat. While baking, this can overheat and warp your stove and in extreme cases can melt your windscreen.*** The total

burn time is dependent on the ambient wind. In cold temperature, you may find it easier to light the stove and let the stove warm up for 20 seconds before placing the Bake & Simmer Ring.

3. **Light the stove** and center the windscreen over the stove.
4. **Place two tent stakes** through the outlet vent on the windscreen as this will be your pot support.
NOTE: If you do not use the stakes and leave the pot in the normal (or low position), you may damage your pot and melt your windscreen! Left in this position, we have measure pot temperatures in excess of 800 F!
5. **Place the pot** onto the windscreen, make sure that the pot is centered on the windscreen and that you have an even gap around the windscreen.

Warnings and Safety

- Only use stove outside in an area clear of flammable material. Do NOT use the stove in enclosed spaces (tent or cabin). Use the stove under adult supervision.
- This is a denatured alcohol stove; no other fuels can be used!
- Do not overfill your stove! While baking and simmering, you should use less than 1 oz. (30 ml) of fuel. With excessive amounts of fuel, you can damage your pot and melt your windscreen.
- Do not add fuel to a hot stove! The stove must be at room temperature prior to adding alcohol.
- The flame is difficult to see, use caution when removing the pot or checking the flame.
- In operation, all components of cooking system are hot and should not be touched.
- Alcohol stoves are one of the safest forms of heating food, however; all stove carry some risk. Proper operation is the key to safe operation

The Bake & Simmer Ring for the FLAT CAT Stoves

Simmering Guide QR Code



Baking Guide QR Code

