

## Basil Peppercorn Daiquiri

2 oz dry aged rum (Appleton Estate Signature is a good one, or Diplomatico Mantuano)  
.5 oz turbinado sugar syrup  
.75 oz lime juice  
3-5 basil leaves  
2-3 whole peppercorns (black, white, etc)

Glassware: tumbler, on the rocks

1. Add ice to a chilled tumbler.
2. Add peppercorns to mixing glass, and crack both with muddler. Toss the two basil leaves into mixing glass, then add rum, lime juice, and brown sugar syrup. Add ice and shake well.
3. Double-strain into tumbler, then serve. Garnish with extra basil or not, as you like.

### Notes

The goal for this drink is to present a more-or-less classic Daiquiri, but give it a bit of interest with a couple subtle tweaks. After trying black, pink, and green, in the end white peppercorns were my personal favorite. They gave just the right touch of spice without asserting themselves too obviously in front of all the other flavors; but you can use whichever peppercorns you like the flavor of most, or whatever you happen to have in the house.

Basil makes itself known through a punchy herbaceousness that counters the tropical fruit notes of the rum. But feel free to substitute other leafy botanicals in for the basil: mint, of course, is a classic, though it can dominate a drink easily. One wild Alaskan suggestion: a handful of bluebell leaves added to the shaking glass gives that refreshing cucumber-esque note. And a garnish of bluebell flowers on top would be hard to beat for impressing the Joneses.

That said: **treat the basil lightly! Do not muddle to death, do not crush against the side of the mixing glass;** the flavor easily goes towards a strongly herbaceous muddiness, like boozy swamp water. We do not want boozy swamp water! We want a hint of basil, a hint of pepper, just enough to maybe give the drink a slight affinity with our small plates but not so much they take over the rum. Make this drink a couple times with differing amounts, and soon you'll dial in just how much basil/bluebells/etc is the right amount for you.