



## **Deboned goat's ribs and shoulder, served with white and yellow sweet potato purée, a recipe by Juan Santiago**

### ***INGREDIENTS AND PRELIMINARY STEPS***

*To serve 4 people*

1 shoulder of goat  
1 rack of goat's ribs  
250 grams of yellow sweet potato  
250 grams white sweet potato  
200 ml. red wine from 'Bodega los Berrazales'  
50 grams Enoki mushrooms  
40 grams truffle pearls  
1 chive  
4 loaves of black bread  
Shoots and flowers for accompaniment  
100 ml. extra virgin olive oil from Temisas  
Salt and pepper

### **Rack of ribs**

Steam the rack with all the ribs for 4 hours.

Straight after this, remove the bones from the ribs, which will pull off easily, and pat these aside for decoration. Wrap the rest of the rack and skirt in film in a cylindrical form and store in a cool place. Once cold, cut up into fillets and stick the bones into them as decoration.

### **Shoulder**

Steam the whole shoulder for 4 hours. Straight after this, and while still hot, strip off all the meat and place in a mould with weight on top and leave to cool. Once cool, cut off in ingot shapes.

### **Sweet potato purées**

Roast the sweet potatoes at 180 degrees for 30 minutes until soft. Take off the skin and mash in with Temisas extra virgin olive oil, until the right texture is achieved. Add seasoning and put aside for dish decoration.



### **Los Berrazales red wine sauce**

Deglaze all the juice from the trays the goat was cooked on with red wine from the Bodega Los Berrazales and simmer in a pot until it becomes a sauce texture.

### **Dish decoration**

Pour the red wine sauce all over the rack of ribs, and put the crushed Tejeda almonds on top. Also cover the ingot with the sauce, and then put the chive over one half of the ingot. Cut up a fine slice of spicy bread roll and put the sweet potato purée inside and on the edge of the slice a small quenelle and the white sweet potato purée.

Decorate the dish with some roast chive petals, some black truffle pearls and a small handful of Enoki mushrooms.