

BREAD MACHINE TROUBLESHOOTING CHART

Small and Heavy loaf

Make sure the dough rises enough. Here's how:

- Check measurements (be sure ration of flour to liquid is exact)
- Make sure yeast is fresh—use before expiration date.
- Check dough consistency during the kneading cycle (You may need to add more liquid or flour.)

Gummy Texture

Avoid underbaking bread. Here's how:

- Make sure pan is large enough for the recipe to ensure heat will penetrate to center of loaf.
- Use the right setting on your bread machine. (The light crust setting may be too short in duration to completely bake some rich breads.)
- Experiment with a darker setting if you have this option.

Collapsed loaf

- Make sure pan is large enough for the recipe.
- Check measurements (be sure ratio of flour to liquid is exact).
- Check dough consistency during kneading cycle.
- Avoid using more yeast than directed in recipe.
- Be sure to add salt as directed in recipe—it's essential for the structure of the bread.
- If your area is experiencing warm, humid weather (which can cause dough to rise too fast, then collapse, before baking begins), bake during the coolest part of the day, use refrigerated liquids, or try the rapid cycle (if your machine has this feature).

Mushroom-Shaped Loaf

- Make sure pan is large enough for recipe.
- Check measurements (be sure ratio of flour to liquid is exact).
- Check consistency during kneading cycle.

- If your area is experiencing warm weather, see point under Collapsed Loaf

Open, Holey Texture

- Check measurements (be sure ratio of flour to liquid is exact)
- Check consistency during kneading cycle.
- Avoid using more yeast than directed in recipe
- Add salt as directed in recipe
- If your area is experiencing warm weather, see point under Collapsed Loaf.

Bumpy, Uneven Top/Very Dense Texture

- Measure flour lightly by spooning into a dry measuring cup, then level off with a straight-edged tool.
- Avoid using too much flour—also, check dough consistency during kneading, as you may need to add more liquid.