

Grilled Ribeye Steak with Roasted Garlic Resting Butter

Prep: 15 minutes • Cook: 1 hour

Thick-cut ribeye steaks are reverse-seared for a juicy, steakhouse-quality interior, then rested on a luscious roasted garlic butter that melts into every bite. Smoky char, rich garlic, and savory spice deliver a decadent yet effortless grill-night centerpiece.

Ingredients

- 2 ribeye steaks (boneless, 1 1/2 inches thick)
- 2 tablespoons Hey Grill Hey Beef Rub (or use equal parts salt, pepper, and garlic powder)
- 1 head garlic
- 1 tablespoon olive oil
- 4 tablespoons salted butter (softened)
- 1 teaspoon black pepper (cracked)
- 1 teaspoon Worcestershire sauce

Instructions

1. Preheat the grill to 450°F using a two-zone setup (one hot, one indirect).
 2. Remove ribeye steaks from the refrigerator and season both sides with beef rub.
 3. Prep the garlic: slice 1/4 inch off the top of the head, remove loose outer papery skins, drizzle with olive oil, and wrap tightly in foil.
 4. Roast the garlic on the hot side of the grill with the lid closed for about 25 minutes, turning every 5 minutes, until soft and fragrant.
 5. Place seasoned steaks on the indirect-heat side of the grill and cook, flipping after 15 minutes.
 6. Make the resting butter: carefully unwrap the garlic, squeeze the cloves into a bowl, mash to a paste, then mix in softened butter, cracked black pepper, and Worcestershire; set aside.
 7. Monitor steak temps: aim for 115°F (rare), 125°F (medium-rare), 135°F (medium), 145°F (medium-well), or 155°F (well) before searing.
 8. Sear steaks over the hot, direct-heat side, flipping once a crust forms, until they reach your preferred final internal temperature.
 9. Spread 1 tablespoon roasted garlic butter on the platter where each steak will rest; place hot steaks on top and add another 1 tablespoon butter over each.
 10. Rest steaks 10 minutes to let the butter melt and juices redistribute; serve warm.
-

Tags: Beef, Steak, Grilling, BBQ, Garlic, Reverse Sear

Recipe saved with Recipio - [recipio.app](#)