

TWO | VINES

2006 MERLOT-CABERNET

GROWING SEASON

- The 2006 growing season was marked by extreme weather patterns. Spring was wet and cooler than normal, followed by a long, dry and hot summer.
- These factors contributed to excellent acid levels in the grapes, balanced canopies and small berries.
- The warmer parts of the Horse Heaven Hills and Wahluke Slope saw early ripening and bold flavors from the high temperatures.
- In cooler growing areas, later ripening prompted good acidity and flavor in white varietals, as well as good color, pronounced fruit flavors, and smooth tannins in reds.

VINEYARDS

- Columbia Valley vineyards are seated east of the Cascade Mountain range. Up to 14,000 feet high, the mountains effectively block eastward-moving wet weather systems from the Pacific Ocean.
- Just 6 to 8 inches of rainfall reach the growing region annually. Vineyards are 100% drip irrigated.
- The soils have low fertility and low water-holding capacity, allowing precise control of vine growth patterns.
- Vines are planted north to south on south and southeast-facing slopes.

VINIFICATION

- Grapes were destemmed, crushed and inoculated to begin fermentation.
- Fermentation lasted 7-10 days on the skins.
- The wine underwent malolactic fermentation in a combination of stainless steel tanks and oak barrels.
- The wine then aged in older French and American oak barrels for 10-11 months, depending on the lot.
- The final blend features the expressions of three varietals: Merlot, Cabernet Sauvignon, and Cabernet Franc.

TASTING NOTES

"Aromas of raspberry, black cherry and blackberry unfold from the glass and carry through the palate. This is a luscious expressive wine with a supple mouthfeel and soft finish."

Ray Einberger

Ray Einberger, Winemaker

VINEYARDS

Washington State

VARIETIES

75% Merlot
20% Cabernet Franc
5% Cabernet Sauvignon

HARVEST DATE

September 11, 2006

FERMENTATION

7-10 days on skins,
Premier Cuvée, Pasteur Red
and D21 yeasts

ALCOHOL

13.5%

TOTAL ACIDITY

0.55 gm/100mL

PH

3.74

