

BROC



B R O C C E L L A R S | 2019 WIRTH ZINFANDEL

VARIETAL: 100% Zinfandel

LOCATION: Solano County Green Valley

VINEYARD: Wirth Ranch

ALCOHOL: 13%

TOTAL PRODUCTION: 126 cases

WINEMAKER'S NOTES:

Zinfandel first came to California during the Gold Rush. It grows beautifully here – thriving in California's soil. We started working with Zinfandel making our Vine Starr, then we made a White Zinfandel and use it in our Love Rosé blend. Two years ago we wanted to produce a wine with old vine Zinfandel. We love older expressions of California Zinfandel before it got a bad name in for being too high in alcohol and overly ripe. Wirth Ranch's Zinfandel is different from our Vine Starr – the vines are older, which produces a slightly more concentrated wine with more tannins, notes of clove, cherry and vibrant acidity. The old vine fruit is very special, and we are excited to share it with you once again.

The grapes were naturally fermented with 80% whole cluster and 20% destemmed fruit on top in a 5 ton stainless steel open top fermenter and pumped over the juice twice per day. We aged the wine in 60 gallon neutral French Oak barrels for 10 months.

VITICULTURAL AREA:

Solano County Green Valley is located just east of Napa Valley. Wirth Ranch's Zinfandel vines were planted in 1948 on the vineyard's hillside and thrives in the volcanic, iron-rich soil. The old vines are dry farmed with low yields – getting only 1 ton of fruit per acre. Steve Wirth took over farming from his father a few decades ago. He farms the vineyard using no synthetic herbicides, pesticides or fertilizers.

At Broc Cellars our wines are made using spontaneous fermentation, a process that means we only use native yeasts and bacteria that exist on the grapes in order to make wine. We don't add anything – this includes nutrients, yeast, bacteria, enzymes, tannins or other popular fermentation agents. Sulphur is a naturally occurring element in all wine, the amount found can vary. We add little to no SO2, depending on the wine and style.