



HARVEST DETAILS

CLONE Mix

VINEYARD Gibbston and bendigo

SOIL Shallow loess over schist and gravel/l schist.

HARVEST DATE Mid to late march

BRIX 18-20

TITRATABLE ACIDITY

PH 3.00

WINE ANALYSIS

ALCOHOL

RESIDUAL SUGAR 6.00 g/l

TITRATABLE ACIDITY 8.40 g/l

PH 3.20

GIBBSTON VALLEY NON VINTAGE METHODE TRADITIONELLE

The NV takes from the cool, dry vineyards of Central Otago and multiple years of reserve wine, to ensure a consistent, delicate wine with poise and finesse.

SPARKLING RANGE

Gibbston Valley's sparkling wine programme began in 2010. The focus has been on ensuring the wines are made to exacting standards, with bottle fermentation and elongated aging on lees.

CENTRAL OTAGO GROWING SEASON

Central Otago vintages easily ripen fruit destined for sparkling. Only sporadic early season frosts provide a threat in otherwise benign, dry conditions.

VINEYARD

The Gibbston Valley NV draws upon multiple vineyards. Pinot Noir comes from cool Gibbston sites, which preserve freshness, clarity and acidity. Chardonnay comes from a portion of the China Terrace vineyard, Bendigo.

WINEMAKING DETAILS

Picked from mid to late March, fruit is taken when the acidity is still evident, and sugar levels not too high. All fruit is handpicked and whole bunch pressed. Anything above 550L/tonne is not included in the blend. The wine is fermented in a mixture of stainless stell and oak. Normally, we prefer a higher percentage of MLF in the final blend (60-100%). Blending takes place in the January following harvest; After tirage, the wine spends approximately 27-30 months on lees in bottle before disgorgement. We favour a low dosage (6g/L or under).

AROMA AND PALATE

Golden colour, medium - fine bead. An arresting aroma of fresh brioche and red berry pinot characters runs through lovely hints of lemon and blossom. Poised, it has a full palate, tapering into a fine finish of minerality and purity, staying dry and crisp to the end.

CELLARING

The NV is designed to drink at any time.

CENTRAL OTAGO HANDCRAFTED WINES