

TWO VINES

COLUMBIA•CREST

2010 MERLOT

GROWING SEASON

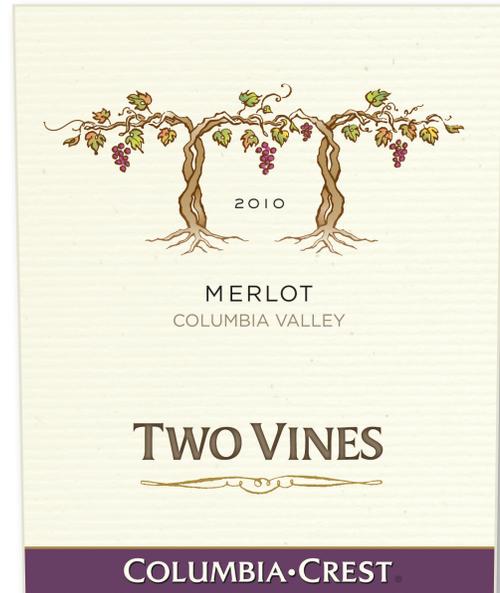
- ▶ The 2010 vintage was the cooler than the past vintages; bud break arrived on schedule in early April, but a cool, wet spring delayed flowering and reduced fruit set across many varieties.
- ▶ An unusually cool summer produced dramatic differences in ripening between warmer and cooler sites, with veraison extending into September in some cooler areas.
- ▶ However, naturally low yields, combined with over a month of consistently warm weather from late September through late October, produced phenolic ripeness and flavor development with extraordinary natural acidity.
- ▶ Cool, wet weather returned in late October, an appropriate bookend to a challenging harvest.
- ▶ Overall, 2010 produced balanced, elegant wines with lower alcohol and higher acidity.

VINEYARDS

- ▶ 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 irrigation.
- ▶ 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 6-10 days on the skins, with a twice-daily pumpover regime.
- ▶ The wine aged 12 months in French and American oak.



APPELLATION	▶ Columbia Valley
HARVEST DATE	▶ September 21, 2010
FERMENTATION	▶ 6-10 days on skins
BARREL REGIME	▶ 12 months French and American oak
ALCOHOL	▶ 13.8%
TOTAL ACIDITY	▶ 0.53 g/100mL
PH	▶ 3.60

TASTING NOTES

Columbia Crest built its reputation for Washington Merlot with a rich, full-bodied style of wine. A nose of cassia and cherry characters leads to a palate of soft tannins, mountain berry flavors and hints of licorice. Extended aging in French and American oak barrels softens the texture and adds complexity.