

# Lagana

## 2013 Breezy Slope Vineyard Pinot Noir



**Alcohol label %: 13.53 | pH: 3.47 | Acidity (TA): 6.7 | Residual Sugar (g/L): 0.0 |  
Drink starting in: 2015 | ending in: 2030**

### Harvest

100% Pinot Noir, Breezy Slope Vineyard, clones 114 and 115.  
10% New French oak, aged in 2nd fill barrels for 18 months.

### Winemaking

For this wine, I wanted to create a wine that showed off what Walla Walla can do with Pinot Noir. Compared to Willamette Valley, we can get the fruit riper in terms of sugar and flavor and darker in color due to our greater sunlight. I also didn't want to hit the wine with too much new oak so that the natural flavors and essence of the wine shine instead of being drowned out by oak flavors. This wine came in quite early for a red, in the middle of September instead of the typical October time frame. It proved to be ripe enough, so I chose to pick it. After the fruit was picked, it was destemmed into one ton plastic fermenters with the addition of enzymes that increase color and aroma. After a day of soaking on the skins, I added 3001 yeast and malolactic bacteria on day three to ferment both sugar and malic acid at the same time. The wine fermented for 11 days before being pressed to tank. Primary and secondary fermentation completed at the same time, so SO2 was added to protect from oxidation and microbiological spoilage. It sat for three weeks in tank before being racked into barrels. The wine was bottled on March 30th, 2015 after crossflow filtration. The wine was racked three times and saw 10% new French oak, i.e. 2nd fill French oak barrels for 18 months.

### Bottling

First thought: Walla Walla Pinot Noir? This wine is distinctly Walla Walla; not like Willamette or Sonoma. A light ruby to brick color, this wine has aromas of raspberry, cranberry, tobacco, and cola. Those aromas lead into bing cherry, cranberry, cremini mushroom, and tobacco on the palate. The French oak sits in the background adding structure to the bright acidity backbone. Drink now through 2025.