

## SANGIOVESE

Bootjack Ranch, Paso Robles

WINEMAKER Patrick Muran

**CLONE** Rodino, VCR-06, 171, 623

> **ROOTSTOCK** 101-14, GRN3, 1103P

HARVEST DATES September 3rd - October 5th

> AVERAGE BRIX 24.2

AVERAGE YIELD 2 tons/acre

> **pH / TA** 3.7/6.0

**ALCOHOL** 13.9%

VINEYARD 100% Bootjack Ranch,

BLEND 88% Sangiovese, 8% Barbera, 4% Merlot

> COOPERAGE 27% New oak 2/3 French oak 1/3 Hungarian oak

BARREL AGING 10 Months



## VINEYARD

The 2020 vintage was unforgettable. For the first half of the growing season Bootjack Ranch was an escape from the rest of the world with well-timed rains in the spring, no frost events and moderate to cool temperatures through July. However, conditions changed dramatically in August and September with two separate weeks of record-breaking heat which accelerated ripening. In addition, fires to the north and south of us brought periods of smoke exposure. Fortunately, our Sangiovese navigated the heat very well, and the smoke never sat long enough to ruin our grapes. As is typical for us in vintages like 2020, we picked in several stages both earlier (9/5), and later (10/5) than normal, and used a blend of lots to compose the final wine.

## WINEMAKING

We hand-sorted, destemmed and gravity fed the grapes into stainless steel tanks to preserve the fresh fruit characteristics. We inoculated them with an Italian yeast (often used in Barollo) and pursued relatively short (10 day) fermentations at higher temperatures. Both pump-overs and foot stomping were used to maximize color and flavor extraction during fermentation. The base of this wine is made up of a co-fermentation of Sangiovese and Barbera. In order to keep the fruit expression fresh and the floral aromatics, we aged the wine for 10 months in a combination of large format and standard sized barrels. The final wine is equal parts fruit, spice and earthiness, effortlessly balancing the qualities we love about our Bootjack Ranch Sangiovese. This wine is ready to drink now and will continue to evolve through 2025.