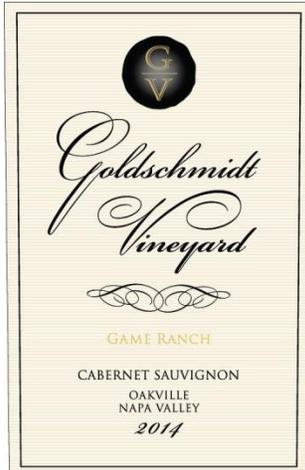


GOLDSCHMIDT VINEYARD

2014 OAKVILLE *GAME RANCH*

CABERNET SAUVIGNON



TECHNICAL DATA

Appellation: Oakville AVA
Vineyard: Game Ranch
Soils: Clay loam, sandy loam
Varietal: 100% Cabernet Sauv
Trellis: Vertical
Clones: 4, 337
Rootstocks: 101-14, 110R
Vine Age: 13-22 years
Harvest Date: Sep 26, 2014
Yield: 3.0 tons per acre
Fermentation: 100% Native Yeast
Acid: 6.5 g/L
pH: 3.68
Alcohol: 14.7%
Filtering: Unfined & Unfiltered
Aging: 31 months, Allier Oak,
Demptos Tight Grain,
85% New
Cellaring Potential: 15+ years
Cases Made: 616 six-packs

Winemaker Nick Goldschmidt makes his Oakville *Game Ranch* in a very approachable, elegant style. Sourced from the eastern-end of Oakville Cross Rd, the soils here transition from volcanic red clay to brown, gravelly loam. They offer exceptionally good drainage which controls vigor, produce smaller berries and ultimately wines with deeper concentration. Soil water-holding capacity is sufficient enough to prevent dehydration, thus protecting the critical fruit flavor-to-alcohol balance. Goldschmidt *Game Ranch* shows gorgeous fruit, ripe tannins, and savory minerality.

Vintage Notes:

Another historic vintage in Oakville, with quality and flavor concentration along the lines of 2012 and 2013. Softer and more luscious than the 2013 and not as tightly wound. Warm spring rains set everything up for a near ideal growing season and relieved most of the vine stress. Summer weather showed no heat spikes but slightly warmer evenings. There was a six week period of perfect conditions: a high around 85°F and a low around 55°F. Harvest came a little earlier than usual but went very smoothly. We picked gorgeous fruit with classic varietal expressions and nicely focused flavors.

Tasting Notes:

Deep Byzantium purple; ripe black cherry and black currant aromas with violet, boysenberry and currant. Intense dark fruit flavors beautifully meld within a gorgeous framework of French Oak. Shows bright acid and firm, super-fine grained tannins. Dark chocolate and smoke in the long finish.