

Stats

Grapes: 100% Riesling Vineyard: Single vineyard in Clare Valley Vine Age: 21-years-old Soil Type: Red-grey sandy clay over a shale base Viticulture: Conventional (no synthetic pesticides or herbicides) Fermentation: 75% Inoculated (Stainless Steel) - 25% Native (Neutral Barrel) Skin Contact: None Aging: 6 months in 75% Stainless Steel and 25% in neutral 250L French barrique Alcohol: 10.9% Residual Sugar: 13.2 g/L pH: 2.95 Total Acidity: 7.5 g/L Total SO2: 150 ppm Total Production: 650 cases UPC: 9340928000227

Reviews

Vinous | 91 points

Some Young Punks

2019

'MONSTERS, MONSTERS, ATTACK!'

Riesling | Clare Valley - Australia

About

This is a full 750mL of Monster Mayhem, bottled up far too long, breaks and takes over the unsuspecting city. Trixies and Tessa's middle names are Danger and Adventure but is the maelstrom released by the raging beast too fierce to be calmed by their charms (and a glass of Riesling)? Will they arrive in time or will a deadly rage be realized? Some Young Punks' texture-rich, zingy Monsters is sourced from two sites in the Clare Valley: a vineyard north of the Watervale township and a site on the aptly-named Slaughter House Road, just north of Adelina's Springfarm homestead.

The fruit is 80% wholebunch pressed and 20% destemmed, both batches are pressed on the lowest pressure level with full solids to a stainless and neutral oak barrels. The barrel fermented portion is fermented with native yeast while the stainless portion is inoculated. After eight months of settling the wine is racked to tank and settles naturally where it is bottled without filtration and a small 40 ppm dose of SO2 at bottling. The finished wine is a nailed on an apéritif style, with 10.5% alcohol buoyed by a touch of residual sugar and balanced by mouthwatering, crunchy acidity.

Tasting Note

Peach flesh with strong lime and lemon accents on the nose; the palate is saturated with clear, textured pear fruit while the incisive, cleaning acidity draws the wine to a 'drink me', refreshing close.

