

MARR

2001 Syrah Sonoma County

Handcrafting wines that are extremely fruit-forward, Marr Cellars is a winery that meticulously creates superlative wine. Our emphasis is to work with small lots of high quality grapes, from vineyards with distinctive character and focused flavors. During harvest, all grapes are cooled, hand sorted, de-stemmed (not crushed) and "cold soaked" prior to fermentation. Some lots are fermented with indigenous yeast; however, most are inoculated with specific yeast strains to accentuate vineyard and varietal characteristics. Following slow, cooler fermentation, all lots are lightly pressed. Extended maceration is utilized for selected lots. Blending trials are completed after fermentation, and again after barrel aging. All our wines are aged in French and American oak from assorted forests and coopers. New barrels are used sparingly for contributing nuances that enhance (without overpowering) aromas, flavors, mouthfeel, texture, and a lengthy finish. The grapes are 85 percent from Sonoma County, 12 percent from Solano County (one vineyard near Davis), and three percent from Tehama County (one vineyard at a 2,400 foot elevation).

Technical Data

Appellation	85% Sonoma County (75% Russian River Valley, 10% Dry Creek) 12% Solano County Syrah, 3% Tehama County, Tehama Foothills
Varietal Content	100% Syrah
Aging	22 Months in older French and American oak barrels
Case Production	300
Alcohol	14.8%
Residual Sugar	0.30%
Titrateable Acidity	0.60g/100ml
pH	3.78
Release Date	November 2003

Tasting Notes

The **2001 Marr Cellars Syrah** exhibits softer dense varietal aromas along with subtle but round fruit flavors, followed by a touch of spice and some lingering, almost chalky tannins. The initial aromas are meaty and zesty, with a combination of dense dark fruit, smoke, and spice. The palate is full, rich, and supple, featuring ripe plums and dark cherries with a touch of smoke and tar leading to hints of minerals that combine with softer tannins for a long drifting finish.

Suggested Retail \$16.00