



SILVERTHORN WINES

IN HONOUR OF NATURE...

Half human, half nature, the Green Man is an ancient mythical figure representing the spirit of the forest, the continuous regeneration of life and the interdependence of all things. He has appeared throughout the ages from as far afield as ancient Babylon, India, Borneo and Nepal, to abbeys and cathedrals all over Europe. He manifests in many forms, most commonly as a semi-human, foliate head, representing the fusion of man and nature. In his modern guise, The Green Man has appeared under a new name – Ecology. It is this spirit, as well as the delicate green hue of Silverthorn's Chardonnay Cap Classique, that inspired winemaker John Loubser to break with traditional name 'Blanc de Blancs' and personify the wine with the name The Green Man.

www.silverthornwines.co.za

SILVERTHORN

The Green Man

WINE MAKING

The Green Man was hand harvested in end-January 2017 in the early hours of the morning at 19 degrees balling. The grapes were whole bunch pressed with a very low recovery rate of only 600 litres per ton – this ensures that no bitter tannins are extracted. Fermentation took place in a stainless steel tank at 15 degrees Celsius and a small portion was barrel fermented to enhance complexity. Secondary fermentation occurred in the bottle and the wine spent a minimum time of 22 months on the lees after which it was manually riddled and degorged. Total production – 15 232 bottles (750ml) and 500 magnums.

DESCRIPTION

Colour/appearance: Vibrant green/yellow hue – fine twirling bead of bubbles.

Nose: Fresh aromas of green apple and acacia blossom backed up by subtle hints of minerality and whiffs of freshly baked brioche.

Palate: Well balanced with an elegant structure, fine mousse which imparts a gentle explosion of bubbles on the palate and a long finish.

2017 THE GREEN MAN ANALYSIS

Alc – 11.96%; RS – 6.3g/l; pH – 3.06; TA – 6.7g/l

SUGGESTED FOOD PAIRINGS

Freshly shucked Namibian oysters – salmon tartar with a zesty lime salsa – Beluga caviar and blini.