

Toasted Oak and Fermentation

What, Where and How Much



Segments/Biscuits

Best used bagged on high tier wines where the bag will follow the wine into the press tank. This makes best use of available flavors.

Add at a rate of 4-8 #/ton.



Granular/Saw Dust

Add in loose form after destemming grapes, requires the least amount of all toasted oak products. Full extraction by finish of fermentation. Removed when must is pressed.

Use larger forms of toasted oak for aging.

Add at a rate of ½ - 2 #/ton



Beans

Best used bagged tied under the cap. Can be used for multiple fermentations or follow the wine into the press tank for malolactic fermentation and aging.

Add at a rate of 4-8 #/ton.



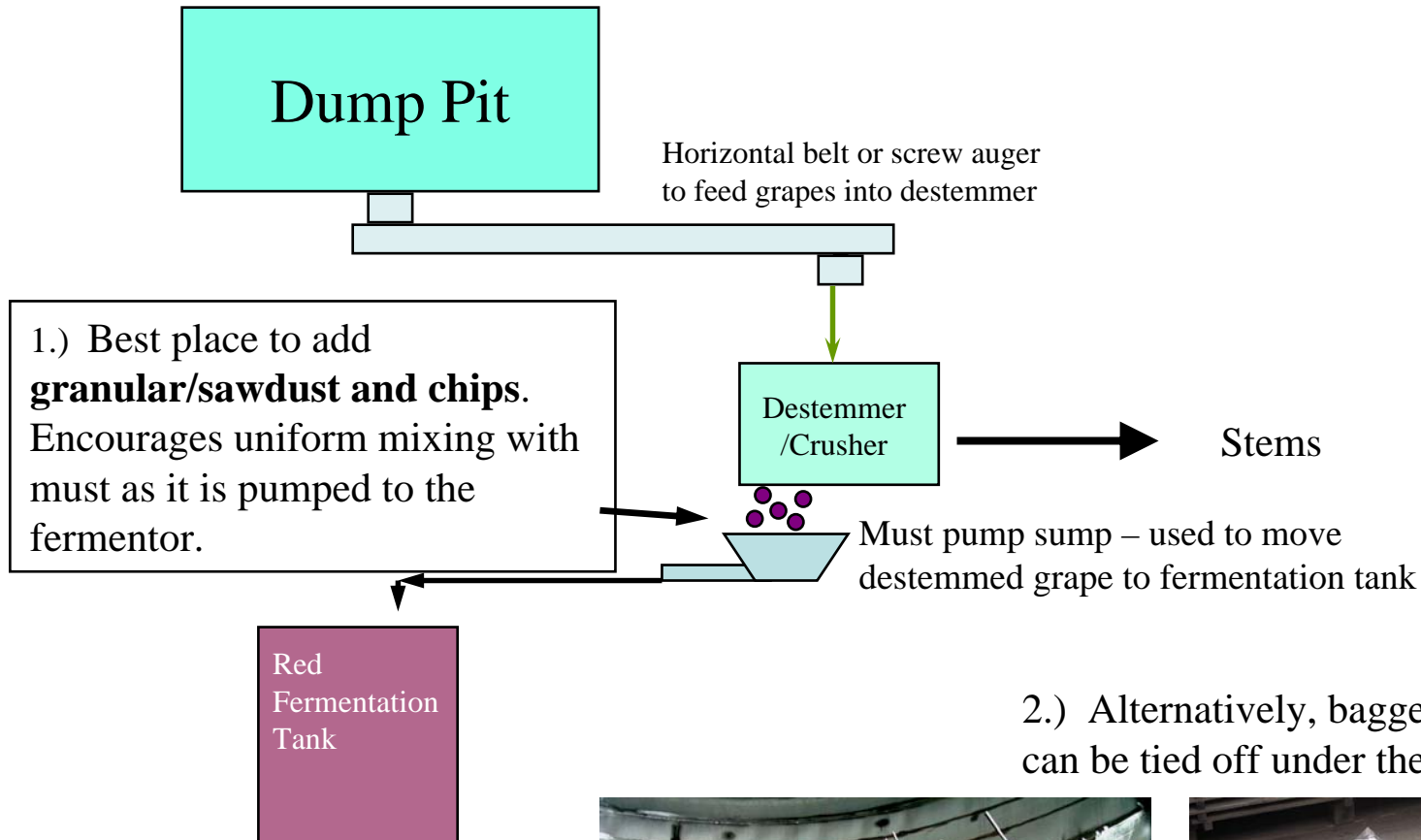
Chips

Best added loose after the grapes have been destemmed. Fairly complete extraction during fermentation. Use larger forms of toasted oak for aging wines. Add at a rate of 2-8 #/ton

Why Add Toasted Oak at Crush?

1. Compounds developed during the toasting process aid in the initiation of anthocyanin stabilization from the start of fermentation.
2. Appears to have sparing effect on acetaldehyde produced by yeast in exponential growth phase, enabling effect described in #1 above, to be more effective.
3. The same reactive compounds described above also appear to effect polyphenolic material (tannins) in the grape enhancing mid-palate mouthfeel in wines.
4. Used in combination with macro aeration certain “green/vegetal” characters in the must are minimized.

Where Should Toasted Oak be Added?



2.) Alternatively, bagged products can be tied off under the cap



How Much?

1. Even on high tier wine, benefits in mouthfeel have been seen with the addition of small amounts of toasted oak. Larger forms of oak are usually preferred at 2 - 4 #/ton.
2. Most wines benefit in the range of 2 – 8 #/ ton of grapes, except for the granular/sawdust product. Use the low end for some color stabilization and body building. Use the higher end of the range when “green / vegetal” characters may be suspected in the fruit.