

# SOALHEIRO ALLO ALVARINHO & LOUREIRO 2024



ALLO may sound like a greeting, or perhaps it refers to the famous BBC television sitcom 'Allo Allo!' that always brought a laugh. More seriously, the name is a merge of Alvarinho and Loureiro's initials, two noble grape varieties of the Minho Region in northern Portugal. Loureiro, representing the majority (70%) of the blend, provides floral notes. Alvarinho, on the other hand, is responsible for the wine's structure. By combining the delicate nature of Loureiro with the confidence of Alvarinho, ALLO is a wine that embodies both the fun and serious sides of our territory.



## TERROIR

Both planted in granite soils, the Alvarinho and Loureiro grapes come from terroirs ideal for their cultivation. The vineyards of Loureiro have Atlantic influence, where the temperature range is relatively low, preserving the varietal's flowery character. In contrast, the Alvarinho grapes come from the inland region, protected by the mountains of Monção and Melgaço, resulting in the dominance of tropical fruit aromas.



## VINIFICATION

The grapes are harvested by hand. After pressing and before fermentation, the must is clarified at a low temperature. The Loureiro and Alvarinho ferment separately in stainless steel, maturing on the lees before blending and bottling.



## TASTING NOTES

ALLO has a yellow and silvery-bright colour. In this blend, Alvarinho, full of tropical fruit and structure, contrasts with Loureiro, floral and delicate, resulting in a lively yet elegant white wine. The moderately low alcohol content contributes to the wine's balance.



## FOOD SUGGESTIONS

ALLO is perfect as a "wine by the glass" or as an aperitif, ideal for a sunny day. It also pairs well with seafood, grilled fish, white meats, matured cheeses, smoked meats, or Asian and Mediterranean gastronomies.

**REGION** IG Minho

**GRAPE VARIETIES** Loureiro (70%),  
Alvarinho (30%)

**ALCOHOL** 11.5% vol.

**TOTAL ACIDITY** (g/dm<sup>3</sup>) 6.2

**RESIDUAL SUGAR** Dry

**pH** 3.24

**VOLATIL ACIDITY** (g/dm<sup>3</sup>) 0.40