



— Cidre AOP Pays d'Auge —

CERTIFICATION Cidre AOP Pays d'Auge Contrôlée

Residual sugars content is between 20 and 47 g/liter

ALCOHOL Between 3% and 4% vol.

ELABORATION

Our Cidre Pays d'Auge is made in the respect of traditional process making methods : first the apple are picked up to the right maturation manually or mechanically / washed / crushed / the pulp is put into a vat open air to give the juice its colour and to release its aroma / the pulp is then pressed within an average productivity of 650 most liters per ton of apples (productivity limited to 750 liters) / natural clarification of the most / slow alcoholic fermentation (1 to 4 months) / natural froth creation in the bottle (minimum 3 months).

After an analytical and organoleptic control made by the INAO (Institut National des Appellations d'Origine), the Appellation Cidre Pays d'Auge can be obtained.

Non pasteurized cider, natural fermentation in the bottle.

Annual production : 20 to 30 000 bottles.

TASTING

Looking : clear, golden with orangey gleams, thin bubble.

Smelling : ripe fruit flavour.

Tasting : round and generous. Balance between sweetness and bitterness.

Typical Cider of the Appellation Pays d'Auge.

SERVING SUGGESTIONS

The cider must be consumed fresh (between 8 and 10°C) and preferably in « ballon » or « tulipe » glasses.

-The young Pays d'Auge cider (from spring to autumn), being smooth and fruity, is the perfect accompaniment to fresh cream dishes and desserts, especially to apple desserts (norman pie, soufflé normand...)

-The Pays d'Auge cider aged one year, being more powerful is the perfect accompaniment to white meat and some red meat (lamb chop, steaklet og duck...).

-Beyond one year and a half, Pays d'Auge cider can accompany norman cheese like Pont l'Evêque, Livarot or Camembert.

PRESERVATION

In the bottle, the Pays d'Auge continues on fermenting (due to the yeasts).

With optimal preservation conditions (around 10°C and upright stocking), the Cidre Pays d'Auge can be kept between 1 and 2 years.

