



Trenolin® Mash

Shortening the maceration time for white grapes

Product description

Trenolin® Mash is a liquid enzyme complex for maceration in white mashes. MashZeration, enzymatically accelerated "maceration of the crushed grapes", reduces mash standing time, increases typical varietal characteristics and free juice run. Trenolin® Mash is depsidase (cinnamyl esterase) free.

Permitted according to EU Commission Regulation no. 2019/934. User must check compliance with national regulations.

Laboratory tested for purity and quality.

Other benefits	<ul style="list-style-type: none"> • Reduction of mash processing time • Intensification of aromas through collateral β-glucosidase activity • Gentle juicing through increased free juice run • Reduction of potentially negative microbial influences • Reduction of pressure required in the press • Lower polyphenol discharge • Very good splitting of colloidal macromolecules • Reduction of turbidity-causing colloids • Improved subsequent filtration
Recommended for	<ul style="list-style-type: none"> • Mashes from any white grape variety

Dosage

	mL/100 L or 100 kg mash
Mash	1 - 4
Temperature	The recommended doses are based on a temperature of 15 - 17 °C.
Application time	Usually at least 2 - 6 hours depending on the variety's pectin content and framework conditions.
Tip	Effectiveness depends on the quantity of product, temperature and reaction time. This can be extended by early addition to the crushed grapes. The treatment temperature should be more than 12 °C and preferably more than 15 °C. The higher the temperature, the more effective the enzyme. The natural upper limit is 55 °C.
Application	Dilute the appropriate quantity of enzyme per tank with a little liquid to achieve better and more even distribution.
Attention!	Bentonites deactivate the enzyme, so bentonite should only be used after the pectin has been fully degraded (pectin test).

Storage

Store in a cool place. Packs which have been opened should be tightly sealed and used up as soon as possible.