



SAMPLE UDINESE TRIP UDINE, ITALY

YOUR TRIP INCLUDES

- 7 nights accommodation at a hotel in Udine
- Full board (Breakfast, lunch and dinner)
- Full time chaperone 24/7
- All transportation from arrival to departure
- Daily training session at Udinese training facilities
- Day trip to Venice
- 2 games against appropriate opposition
- Udinese facilities / stadium VIP Tour
- Ticket for at least 1 live game (Game subject to scheduling and availability)

PRICE: Players - \$1,800* Non-Players - \$1,700*

*PRICE DOES NOT INCLUDE FLIGHTS, TRAVEL INSURANCE OR ANY OTHER ADDITIONAL ACTIVITY NOT LISTED IN THE ITINEARY

Payment Plan

Dates	Players	Non-Players
Installment 1	\$300	\$350
Installment 2	\$500	\$450
Installment 3	\$500	\$450
Installment 4	\$500	\$450
Total	\$1,800	\$1,700

These trips are completely customizable to your group needs.

Price per traveler can range from \$1,300 to \$2,000+ based on the total activities, group size and length of the trip

9 DAY TOUR SUGGESTED ITINERARY*

Day 1

- Depart for International flight to Friuli Venezia Giulia Airport (TRS) in Udine, Italy.

Day 2

- Arrive at Friuli Venezia Giulia Airport (TRS) in Udine, Italy.
- Your chaperone will meet you at the airport and escort to your private bus.
- The bus will transport you to the hotel in Udine.
- Orientation meeting/overview of week ahead.

Day 3

- Morning training session at Udinese academy facilities
- Udinese Stadium Tour

Day 4

- Morning training session at Udinese academy facilities
- 1st game against appropriate opposition

Day 5

- Day trip to Venice
- Sightseeing the city of Venice

Day 6

- Morning training session at Udinese academy facilities
- 2nd game against appropriate opposition

Day 7

- Morning training session at Udinese academy facilities
- Udinese Facilities tour

Day 8

- Sightseeing the city of Udine
- Watch live game (Game subject to scheduling and availability).

Day 9

- Private bus will transport the group from hotel to Friuli Venezia Giulia Airport (TRS) for departure.

*ITINERARY SUBJECT TO CHANGE

