

SAMPLE MALAGA TRIP MALAGA, SPAIN

YOUR TRIP INCLUDES

- 7 nights accommodation at a hotel in Malaga
- Full board (Breakfast, lunch and dinner)
- Full time chaperone 24/7
- · All transportation from arrival to departure
- Daily training sessions at Malaga CF Academy
- · 2 games against appropriate opposition
- Malaga CF facilities & stadium VIP Tour
- Sightseeing of city of Malaga
- 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

Pay	ment 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 Malaga-Costa del Sol Airport (AGP) in Malaga, Spain

Day 2

- Arrive at Malaga-Costa del Sol Airport (AGP) in Malaga, Spain.
- Your chaperone will meet you at the airport and escort to your private bus.
- •The bus will transport you to the hotel
- Orientation meeting/overview of week ahead

Day 3

- Morning training session at Malaga CF academy facilities
- Malaga CF Stadium Tour

Day 4

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

Day 5

- Morning training session at Malaga CF academy facilities
- Sightseeing of city of Malaga

Day 6

 Morning training session at Malaga CF academy facilities

Day 7

- Morning training session at Malaga CF academy facilities
- Malaga CF Facilities tour

Day 8

- · 2nd game against appropriate opposition
- Watch live game

(Game subject to scheduling and availability).

Day 9

 Private bus will transport the group from hotel to Malaga-Costa del Sol Airport (AGP) for departure.

*ITINERARY SUBJECT TO CHANGE

