



Self-guided bike & wine in Romania

3 days / 2 nights

A fairy tale self-guided bike ride through the vineyards of Dealu Mare wine region - perfect for a relaxing weekend getaway. Besides a great cycling trip, you will admire hills full of vineyards, scattered villages and taste different varieties of locally produced wines. A very flavorful experience !

YOUR PROGRAM

Day 1 - Welcome to the wine land

Arrival at the accommodation. You will have dinner, after which you will have a tasting of different varieties of wine from the wineries in Dealu Mare.

Day 2 - Cycling through the vineyards

After breakfast, you'll ride on a bucolic itinerary on a part of the "Wine Road". You can stop at the Bellu Museum - a beautiful aristocratic mansion that has remained a silent witness to bygone days that you can visit. You continue your way through the scattered villages, on some parts being accompanied even by the vast vineyards.

Return to the accommodation, but not before stopping at a local carpenter, who carries on the old craft of barrel-making. End the evening with dinner.

Distance: approx. 50 km, +/- 350 m

Day 3 - Last day

Today you will cycle on another shorter loop. Start cycling in the opposite direction to discover other beautiful places of the region.

You can stop at a small goat farm to taste the cheeses produced there by the family, then you will continue one last time along the vast vineyards, forests and picturesque villages.

Once back at the mansion, everyone sets off on their own, free to explore the beauties of the area or spend another evening here.

Distance: approx. 20 km, +/- 300m

Additional information

TARIFFS

220 euros per person.

Rental ARCADE bikes : 20 euros per person.

Rental TREK bikes : 25 euros per person.

Rental E-bikes : 40 euros per person.



INCLUDED

NOT INCLUDED

Transport

Bicycle and equipment rental

LEVEL OF DIFFICULTY

Easy level, 2 days of cycling: 50 km + 20 km

ACCOMMODATION

Elegant double rooms with private bathrooms

SIZE OF GROUP

Minimum of 2 people.

DEPARTURE

DISPERSION