



## Hotel Montenegro

Bečići

MONTENEGRO STARS HOTEL GROUP

### Hotel Montenegro

Address: **Becici bb**

City: **Budva**

ZIP code: **85310**

Country **Montenegro**

Phone **+382 33 773 777**

[reservations@montenegrostars.com](mailto:reservations@montenegrostars.com)



No of rooms

**237**



No of halls

**3**



NAJVEĆA SALA

**150**

### Location

20m from Sea Coast

20 km from Aerodrom Tivat

2 km from Old town Budva

40 km from Nacional Park Skadar lake

### Surrounding

Sea side

### Facilities

- WiFi
- Restaurant
- Wellness
- Covered pool
- Open pool
- Open parking lot
- Business center

### About us

Hotel Montenegro is situated in Becici. Hotel offers a large number of entertainment and other activities. The gardens of this luxurious 4-star hotel spread to the coast. There are swimming pools and bars where guests can enjoy and relax.

### Accommodation

Hotel Montenegro offers 168 standard rooms, 60 superior rooms, 5 studios and 4 family suites.

### Conference capacities

Hotel Montenegro Beach Resort 4 \* has 3 conference rooms suitable for organizing presentations, business meetings, trainings and workshops. On the second floor of the hotel are meeting rooms, near to the main restaurant and aperitif bar.

# Additional facilities

Laundry, hairdresser, shop store, fitness, private beach

	U SHAPE	T SHAPE	CLASSROOM	BOARDROOM	SQUARE	THEATER	CABARET	BANQUET	COCKTAIL	TOTAL m2	W x L x H
<b>Zeta</b>	40	-	40	-	-	70	-	-	-	126	14 x 9 x 3,1
<b>Bojana</b>	35	-	30	-	-	50	-	-	-	84	6 x 14 x 3,1
<b>Tara</b>	70	-	80	-	-	150	-	-	-	300	13 x 23 x 3,3

\* Capacities by halls for different seating styles

## Technical equipment

- Projector
- Projection canvas
- Microphone
- Laptop
- TV (Plasma/LCD)
- DVD/CD player
- Sound System

## Location

Hotel Montenegro is located 20m from Sea Coast, 20 km from Airport Tivat, 2 km from Old town Budva, 70 km from Cilipi (Dubrovnik, Croatia) Airport, 40 km from Nacional Park Skadar lake.

## GPS coordinates

18.862406 (Dužine / Longitude)

42.281580 (Širine / Latitude)