

## ACCOMMODATIONS

Those who have no accommodations and are looking for a place to stay will be able to do so in many of the houses in Gazela. One should not forget, however, that accommodating guests always involves work and costs money. An alternative is the possibility of camping at the edge of the settlement. A good place for this is under the *Most Gazela* 📍 because it can provide protection in bad weather.

## ANIMALS

It is wise to be careful in dealing with animals in Gazela as they live in a risky environment and are not vaccinated. The animals' behaviour is, however, clearly influenced by the dominance of the human beings, and they give them a wide berth. It is not advisable to get too close to the watchdogs which are chained up in front of some of the houses.

## BANKS

The closest bank to Gazela with a *bankomat* (cash machine) and a *menjačnica* (exchange office) is in *Sava centar* 📍.

## BEING A GUEST

Most of the inhabitants of Gazela are extremely hospitable and it is important to them to treat their guests in the best way they can. Enjoying a cup of coffee together is at the top of the list, and often soft drinks or juices with sweets and small snacks are served. If there is anything missing, the children are quickly sent to the stores inside of the settlement to get it. It is a nice gesture for guests to bring coffee, sweets, juices or fruit as presents when they come to visit. One should also pay attention to where those who live in the house take off their shoes before entering it. This can either be before entering the terrace or at the latest on the threshold. Visitors should definitely do the same even if they are told that it is not necessary.

## DONATIONS

The inhabitants are always glad for donations of clothing, above all shoes and children's things are often at a shortage. Household articles, toys and electronic equipment are also welcome, however. If the inhabitants have no use for what has been donated, they can sell it at the flea market.

↖ See the map on the cover fold-out

