

ROMANIA
NEAMT COUNTY
THE CITYHALL OF ROMANI VILLAGE

PHONE: +40 233 768 925

Postal code: 617385;

e-mail: primaria@comunaromani.ro,

web site: www.comunaromani.ro

The Romani village is situated in the eastern part of the county of Neamt, DJ Buhuși-Secuieni-Roman at 50 km from Piatra Neamt and 10 km from the city Buhuși. The village is composed of three villages: Silistea, Romans, Gosman. Before the reorganization of the administrative-territorial division in 1968, the village was divided into five villages - Romani, Silistea, Barjoveni, Gosman, Barcu, the oldest village hearths that have evolved over time, they were joined by increasing fireplaces.

The villages are settlements typical hilly area with a plan unorganized and average housing density, the scattered settlements in general type.

Romani village has 3939 inhabitants and an area of 5930 ha.

Agriculture is the main branch of economic activity, specific rural areas. Territory is framed in area of forest vegetation in the forest floor faioase, beech and oak. is a plant formation consisting of trees and shrubs, clearing the lawns surface. The main stream is the stream that drains the Romani throughout the village, the river turned into a lake fish retention purposes. Romans lake has an area of 50 hectares with a maximum depth of 5 m and averaged 1.5 m.

Contact information:

The Commune of Romani

e-mail: primaria@comunaromani.ro,

web site: www.comunaromani.ro

Phone: +40 233 768 925

The project focuses on the organization of exchange of best practices and recommendations regarding agriculture, rural development, beekeeping, fisheries, traditions and local public services. This Twinning will enable young people to meet, learn to know, to get in touch with their counterparts from different countries and gain confidence. It can help the communities to understand better what Europe represents in the today's world and where the future can lead.

Partners sought: any city with a population between 4,000 and 7,000 inhabitants.

Mair,
Manole Ciobanu