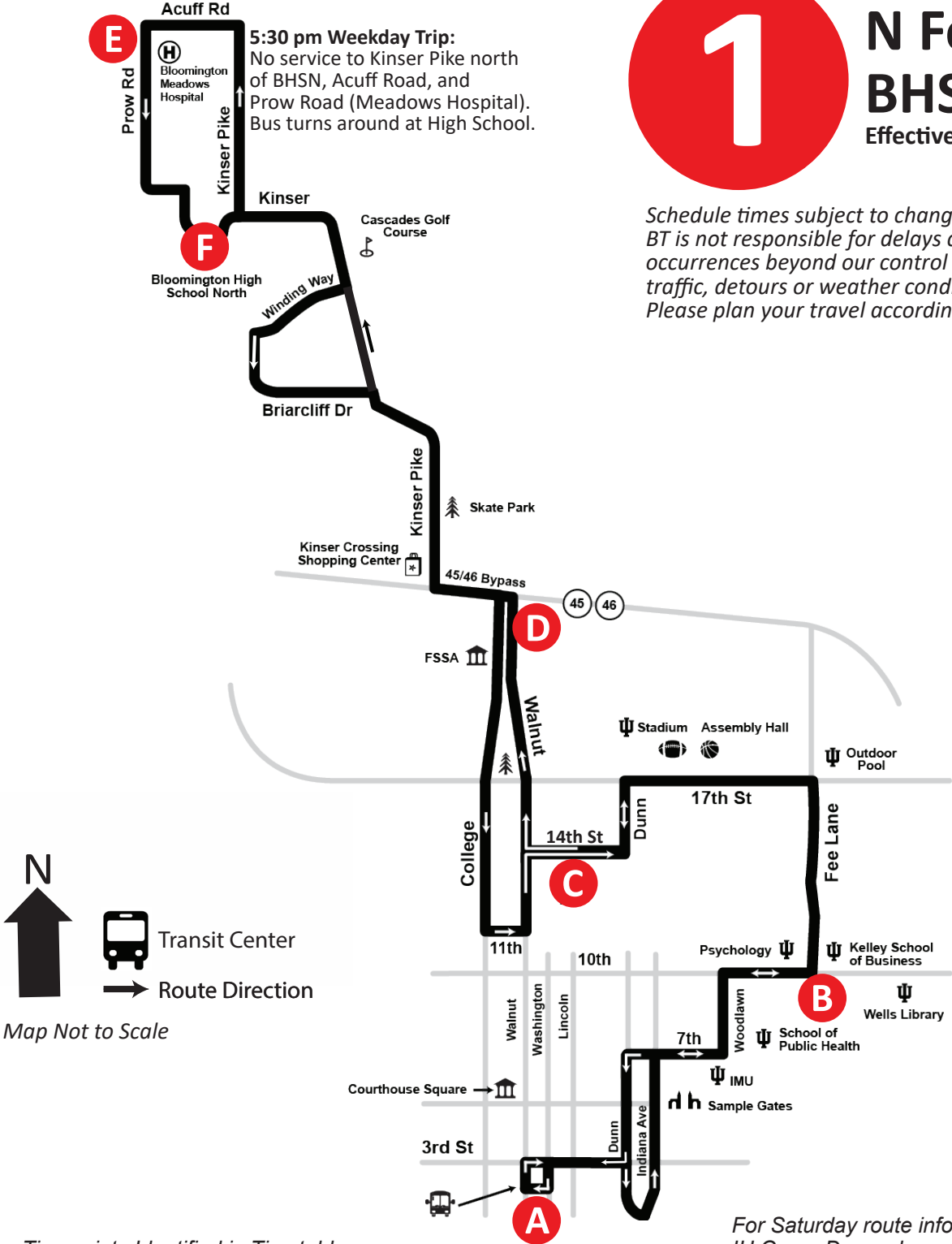




N Fee Lane BHS North

Effective August 23, 2026

Schedule times subject to change without notice.
BT is not responsible for delays caused by occurrences beyond our control like accidents, traffic, detours or weather conditions.
Please plan your travel accordingly.



Key Timepoints Identified in Timetables.
Please Arrive 3-5 Minutes Before Scheduled Time.

For Saturday route information on IU Game Days, please call 336-7433 for updates or visit bloomingtontransit.com.

Leave 3rd & Walnut	10th & Fee	The Standard	Walnut & SR 46	Meadows Hospital	BHS North	College & SR 46	The Standard	10th & Fee	Arrive 3rd & Walnut
A	B	C	D	E	F	D	C	B	A
Mon-Fri 6:30 AM - 9:35 PM <u>HOURLY</u> ■ Saturday 7:30 AM - 6:35 PM <u>HOURLY</u> ■ NO SUNDAY SERVICE									
Gray Shade = No Saturday Service				6:30 AM	6:35 AM	6:41 AM	6:46 AM	6:51 AM	7:00 AM
7:10 AM	7:15 AM	7:21 AM	7:26 AM	7:30 AM	7:35 AM	7:41 AM	7:46 AM	7:51 AM	8:00 AM
8:10 AM	8:15 AM	8:21 AM	8:26 AM	8:30 AM	8:35 AM	8:41 AM	8:46 AM	8:51 AM	9:00 AM
9:10 AM	9:15 AM	9:21 AM	9:26 AM	9:30 AM	9:35 AM	9:41 AM	9:46 AM	9:51 AM	10:00 AM
10:10 AM	10:15 AM	10:21 AM	10:26 AM	10:30 AM	10:35 AM	10:41 AM	10:46 AM	10:51 AM	11:00 AM
11:10 AM	11:15 AM	11:21 AM	11:26 AM	11:30 AM	11:35 AM	11:41 AM	11:46 AM	11:51 AM	12:00 PM
12:10 PM	12:15 PM	12:21 PM	12:26 PM	12:30 PM	12:35 PM	12:41 PM	12:46 PM	12:51 PM	1:00 PM
1:10 PM	1:15 PM	1:21 PM	1:26 PM	1:30 PM	1:35 PM	1:41 PM	1:46 PM	1:51 PM	2:00 PM
2:10 PM	2:15 PM	2:21 PM	2:26 PM	2:30 PM	2:35 PM	2:41 PM	2:46 PM	2:51 PM	3:00 PM
3:10 PM	3:15 PM	3:21 PM	3:26 PM	3:30 PM	3:35 PM	3:41 PM	3:46 PM	3:51 PM	4:00 PM
4:10 PM	4:15 PM	4:21 PM	4:26 PM	4:30 PM	4:35 PM	4:41 PM	4:46 PM	4:51 PM	5:00 PM
5:10 PM	5:15 PM	5:21 PM	5:26 PM	-----	5:35 PM	5:41 PM	5:46 PM	5:51 PM	6:00 PM
6:10 PM	6:15 PM	6:21 PM	6:26 PM	6:30 PM	6:35 PM	6:41 PM	6:46 PM	6:51 PM	7:00 PM
7:10 PM	7:15 PM	7:21 PM	7:26 PM	7:30 PM	7:35 PM	7:41 PM	7:46 PM	7:51 PM	8:00 PM
8:10 PM	8:15 PM	8:21 PM	8:26 PM	8:30 PM	8:35 PM	8:41 PM	8:46 PM	8:51 PM	9:00 PM
9:10 PM	9:15 PM	9:21 PM	9:26 PM	9:30 PM	9:35 PM				