



TG - To VIA garage at 1021 San Pedro.

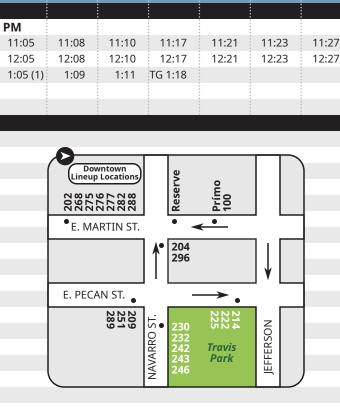
(1) This trip goes to Woodlawn & Zarzamora Street only.

DOWNTOWN LINEUP

Every night at 10:30 p.m., 11:30 p.m. and 12:30 a.m., buses from many routes line up together downtown to give riders a last chance to transfer before they make final runs and return to the garage.

For lineup, route 289 POPLAR / WOODLAWN 89-90 LU serves routes 89 and 90.

All lineup routes, including those that serve Express daytime routes, are classified as regular bus service. VIA's regular bus fare is required to ride lineup service. Customers can also use a valid transfer slip or a monthly, daily, 7-day, or Semester bus pass.



HOLIDAY & FIESTA SCHEDULES

Bus service on VIA observed holidays will be provided as follows:

SATURDAY SCHEDULE: Martin Luther King Day, Memorial Day, Friday after Thanksgiving, New Year's Eve, Christmas Eve

SUNDAY SCHEDULE: New Year's Day, Independence Day, Labor Day, Thanksgiving and Christmas

FIESTA SCHEDULE: Times are subject to change during the Fiesta parades. Please refer to the Fiesta Reroute Schedule Flyer details.

RIDERS WITH DISABILITIES

All VIA buses and many stops are now accessible to riders with disabilities. Visually impaired riders can get help at stops using Navilens apps.





St. Mary's University



If you're late, just wait. Chasing a moving bus can be dangerous and deadly. Get a grip- use handrails at all times as the bus may stop suddenly. Remain seated until the bus has completely stopped. Watch your footing, especially while boarding and exiting.

BIKE & RIDE

. FREE

You and your bike (including e-bikes) can go anywhere VIA goes. On the larger Primo vehicles, there are bike racks inside the vehicle and on all other buses the bike rack is outside the bus in the front.













This is an unofficial timetable created by Junimeek. I am not affiliated with VIA Metropolitan Transit. When VIA announces service changes that affect lineup scheduling, updated schedules can be found at <u>Junimeek.github.io/via-bus</u>