

#14 ROUTE SCHEDULE

Canyon

Driver Start Time: 6:45 AM Leave Time: 6:58 AM

| AM | PM | Description |
|-----------|-----------|---|
| 7:14 | | Dam Town Tavern |
| 7:15 | | 135 Hungry Horse Blvd Fire Dept / VFW |
| 7:16 | | 2nd Ave S / Mountain Dr HH |
| 7:18 | | 4th Ave S / Mountain Dr HH |
| 7:23 | | 1st and 1st - Martin City |
| 7:24 | | 2nd Street S / 3rd Ave S - Martin City |
| 7:25 | | 3rd Ave S / 4th St S - MC |
| 7:26 | | Central / 4th Street - MC Just before stop sign |
| 7:27 | | Central / 3rd St. - MC |
| 7:28 | | Old Hwy 2 / Deerlick - MC |
| 7:30 | | Highway 2 / Kickbusch Lane |
| 7:32 | | 10190 Highway 2 E / Coram Old Highway 2 on left turnaround |
| 7:38 | | 9530 Highway 2 |
| 7:46 | | Hwy 2 East / River Road |
| 7:47 | | Jct Hwy 2 / Park Ave |
| 7:48 | | Bill's Lane |
| 7:52 | | Glacier Gateway |
| 8:01 | | High School |
| 8:06 | | Junior High |
| 8:11 | | Ruder |
| 8:15 | | Bus Barn |

ROUTE SCHEDULE

Hungry Horse / Blankenship / North Fork Road

Driver Start Time: 2:45 PM Leave Time: 3:00 PM

| Stop | Time | Description | |
|-------------|-------------|--|---------------------------------------|
| | 3:10 | High School | |
| | 3:17 | Glacier Gateway | |
| | 3:27 | Junior High | |
| | 3:32 | Ruder | |
| | | | Left on 3rd Avenue East |
| | 3:56 | Bill's Lane | |
| | 4:16 | Dam Town Tavern | |
| | 4:17 | 135 Hungry Horse Blvd | Fire Dept / VFW |
| | 4:18 | 2nd Ave S / Mountain Dr HH | |
| | 4:20 | 4th Ave S / Mountain Dr HH | |
| | 4:24 | 1st and 1st - Martin City | |
| | | | Right turn on 1st, left on 3rd |
| | 4:25 | 2nd Street S / 3rd Ave S - Martin City | |
| | 4:26 | 3rd Ave S / 4th St S - MC | |
| | 4:27 | Central / 4th Street - Martin City | Just before stop sign |
| | 4:28 | Central / 3rd St. - Martin City | |
| | 4:29 | Old Hwy 2 / Deerlick - Martin City | |
| | 4:31 | Highway 2 / Kickbusch Lane | |
| | 4:35 | 10190 Highway 2 E / Coram | |
| | | | Turnaround @ |
| | 4:36 | 9530 Highway 2 | |
| | 4:50 | Jct Hwy 2 / Park Ave | |
| | 4:51 | Hwy 2 / Park Ave | |
| | 4:55 | Bus Barn | |