



## Bus 31 Dade City

[Go to website](#)

### Direction

5th St & Martin Luther King Blvd — Martin Luther King Blvd & 7th St (Eastbound)

40 stops

[Open route schedule](#)

5th St & Martin Luther King Blvd

5th St & Live Oak Ave Sb

Meridian Ave & 9th St

Meridian Ave & 15th St

17th St & Florida Ave

17th St & Coleman Ave Sb

Fort King Rd & Stadium Dr

Morningside Dr & Fort King Rd

Morningside Dr & SR 52

SR 52 & Lee St

SR 52 & Stadium Dr

21st St & Coleman Ave

SR 52 & Howard Ave

21st St & Highland Bluff Cir

21st St & Jean Ave

21st St & Bowman St

Blanton Rd & 21st St

Blanton Rd & Byron (Westbound)

Blanton Rd & Vernie Ln Wb

Ramsey Rd & Blanton Rd-Phsc

Blanton Rd & Ruffing Rd

### Route schedule

5th St & Martin Luther King Blvd — Martin Luther King Blvd & 7th St (Eastbound)

Monday 07:25-19:00

Tuesday 07:25-19:00

Wednesday 07:25-19:00

Thursday 07:25-19:00

Friday 07:25-19:00

Saturday 09:25-17:00

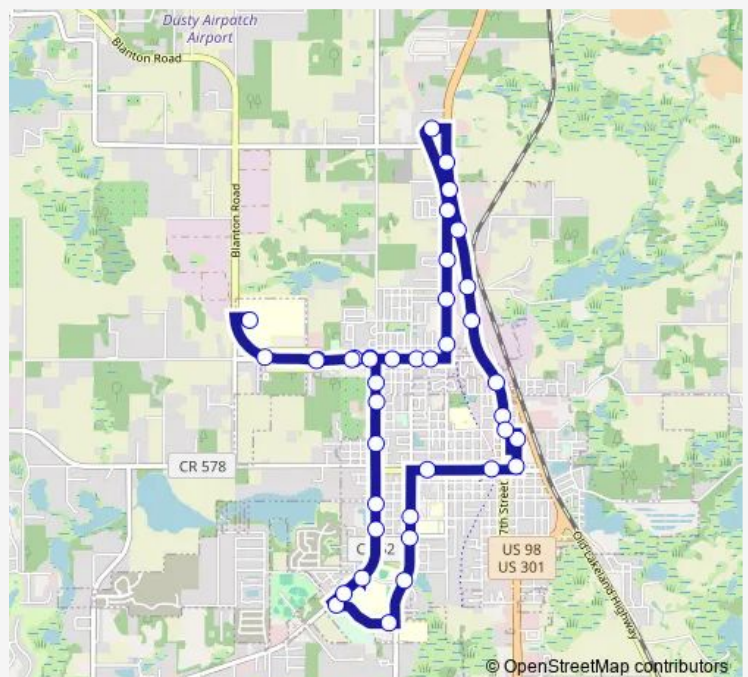
Sunday —

### Route info

Direction: 5th St & Martin Luther King Blvd

Stops: 40

Trip Duration: 1 hour 0 min



31 — Dade City

Blanton Rd & Vernie Ln Eb

Blanton Rd & Byron St (Eastbound)

Blanton Rd & 21st St

Lock St & Meredith St

Lock St & Polk Ave

Lock St & 15th St

14th St & Tait Ave

14th St & Warren Ave

14th St & Colina Dr

14th St & Fiesta Dr

Payne Rd & Ward Rd

US 301 & Jordan Rd - Integrity Auto Repair

US 301 & Jordan Rd

US 301 & Pioneer Museum Rd - Thurow Law Firm

US 301 & Pioneer Museum Rd / Long Ave

US 301 & Lock St

US 301 & Whitehouse Ave

US 301 & Sumner Ave

Martin Luther King Blvd & 7th St (Eastbound)

31 Bus time schedules and route maps are available in an offline PDF at [busmaps.com](https://busmaps.com). Use the [busmaps.com](https://busmaps.com) website to see live bus times, train schedule or subway schedule, and step-by-step directions for all public transit in Dade City

The schedule is provided in the local timezone. Times with "(+1)" indicate departures on the next day.

PDF file created on 2025-02-26

2024 BusMaps.com - All Rights Reserved