

SCHOOL:	Leverton C of I	Leverton C of E Academy - Including Rampton Primary and connection to 95			
BUS OPERATOR: Kettlewells		2			
BUS SERVICE NO:	692	CAPACITY:	16		
/	,	tead Bank, Coates, Coates Roa			
Stokeham Drive, Flei Rampton Road, Tre	Town Street, Treswell Road, treswell, Green Lane, Cocking Lane, Rampton Road, Stokeham, Retford Road, Hazlewood Lane, Woodbeck, Fleming Drive, Darwin Drive, Dendy Drive, Fleming Drive, Retford Road, Rampton Road, Rampton, Treswell Road, Retford Road, Rampton Primary, Retford Road, Rampton Road, Cocking Lane, Treswell Town Street, New Road, Treswell Road, South Leverton Church Street, Station Road, Southgore Lane, North Leverton, Main Street, Leverton C of E Primary				
ROUTE PM: Rampton	Primary route then	Leverton C of E Primary			

<u>TIMETABLE</u>

MORNINGS

Cottam, Moth and Lantern Coates Farm South Leverton (to connect with 95a) Treswell Cocking Lane Stokeham Village Magpie Hall Farm Woodbeck Rampton Hospital Sundown Pets Corner Rampton Green Rampton Primary South Leverton Meeting House Corner Leverton C of E Primary AFTERNOONS	Depart Arrive	07:55 07:59 08:09 08:15 08:20 08:23 08:30 08:36 08:39 08:42 08:48 08:52
Rampton Primary Woodbeck, Rampton Hospital Magpie Hall Farm Stokeham, Village Rampton Green Sundown Pets Corner Treswell, Red Lion Cottam, Moth and Lantern Coates Farm Leverton C of E Primary South Leverton (wait for service 95 due 16:15 Cottam, Moth and Lantern	Arrive Depart Arrive Depart Arrive	$\begin{array}{c} 15:15\\ 15:25\\ 15:28\\ 15:35\\ 15:38\\ 15:42\\ 15:45\\ 15:48\\ 15:51\\ 15:54\\ 15:58\\ 16:03\\ 16:15\\ 16:25\\ \end{array}$

NOTES

- 1. The conditions of travel on this journey are as set out in the leaflet issued with the travel permit by the Authority
- 2. The bus will stop for pupils to board and alight at the places named and at intermediate service stops, where available, if signalled accordingly.
- 3. The bus will depart at the times stated: the times for subsequent stops are approximate.
- 4. Pupils <u>must</u> travel on the bus to which they are allocated to prevent overloading.