# CLAY COUNTY SCHOOLS FALL SPORTS CAMP BUS SCHEDULE

Fall sports camp buses run from August 2<sup>nd</sup> to August 16<sup>th</sup>, 2021. The schedule below will vary depending on the number of stops. Students should be at the stops a few minutes early to avoid missing the buses. Please be reminded also that students sitting in vehicles or standing behind objects may not be visible to bus drivers.

# Driver – Pat Legg

Morning Schedule	<u>!</u>	<u>Afternoon Schedul</u>	<u>e</u>
6:45 a.m.	Duck Area	2:30 p.m.	Clay
7:00 a.m.	Ivydale/Jct. Rts 4 and 16	2:50 p.m.	Spread Park
7:10 a.m.	Otter Exit I-79	3:05 p.m.	Maysel Hill
7:15 a.m.	Wallback Exit	3:10 p.m.	Valley Fork Area
7:20 a.m.	Valley Fork Area	3:15 p.m.	Wallback Exit
7:25 a.m.	Maysel Hill	3:20 p.m.	Otter Exit I-79
7:40 a.m.	Spread Park	3:30 p.m.	Ivydale/Jct. Rts 4 & 16
8:00 a.m.	Clav	3:45 p.m.	Duck area

# Driver – Norman Ramsey

Morning Schedule		Afternoon Schedule		
6:50 a.m.	Dille Area	2:30 p.m.	Clay	
6:55 a.m.	Top of Widen Hill	2:40 p.m.	Triplett Ridge	
7:20 a.m.	Harrison Area	2:50 p.m.	Antioch Church	
7:40 a.m.	Antioch Church	3:35 p.m.	Harrison Area	
7:55 a.m.	Triplett Ridge	3:45 p.m.	Top of Widen Hill	
8:00 a.m.	Clay	3:50 p.m.	Dille Area	

### Driver – Brenda Griffin McCutcheon

Morning Schedule		Afternoon Schedule	
7:10 a.m.	Dixie	2:30 p.m.	Clay
7:15 a.m.	Bentree	2:35 p.m.	Hartland
7:25 a.m.	Lizemore	2:40 p.m.	Bickmore
7:30 a.m.	Indore	2:45 p.m.	Indore
7:40 a.m.	Lower Sycamore	2:50 p.m.	Lizemore
7:50 a.m.	Bickmore	3:00 p.m.	Bentree
7:55 a.m.	Hartland	3:05 p.m.	Dixie
8:00 a.m.	Clay	3:35 p.m.	Lower Sycamore

### Driver – Dustin Fitzwater

Morning Schedule		Afternoon Schedul	<u>e</u>
6:55 a.m.	Queen Shoals Bridge	2:30 p.m.	Clay
7:15 a.m.	Glenn Post Office	2:40 p.m.	Varney Town
7:30 a.m.	H.E. White School	2:45 p.m.	Twistabout
7:35 a.m.	Samples Road	3:00 p.m.	Queen Shoals Bridge
7:40 a.m.	Scenic River Road	3:10 p.m.	H.E. White School
7:45 a.m.	Twistabout	3:25 p.m.	Glenn Post Office
7:50 a.m.	Varney Town	3:40 p.m.	Samples Road
8:00 a.m.	Clay	3:45 p.m.	Scenic River Road