

## Local Bus Service

We can accommodate riders with:

Manual wheelchairs

,

Powered wheelchairs

To accommodate riders, we offer:

Lift equipped vehicle(s)

Age Requirements

No Age Requirement

Available 24/7

No

Other Eligibility Criteria

Serves the general public.

Family

Yes

Intake Contact Email

hampton@bluefieldva.org

Intake Process

Call for information and wait at designated stops to ride the bus. Visit the website for schedule and ADA information.

Intake Contact Telephone

(276) 322-4626

Provider Refer

Yes

Report Problems

Call the Agency

Self Refer

Yes

Graham Transit

[https://www.bluefieldva.org/our\\_services/transportation.php](https://www.bluefieldva.org/our_services/transportation.php)

<https://cms9files.revize.com/bluefieldva/Title%20VI%20Notice.pdf>

<https://www.facebook.com/p/Town-of-Bluefield-Virginia-61552334150142/>

Main

(276) 322-1468

3 Gurney Street  
24605 VA  
United States

Monday: 7:00 am-6:00 pm

Tuesday: 7:00 am-6:00 pm

Wednesday: 7:00 am-6:00 pm

Thursday: 7:00 am-6:00 pm

Friday: 7:00 am-6:00 pm

Saturday: Closed

Sunday: Closed

Additional Availability Comments

Transportation hours vary by route. Route schedules are available on the website.

Fee Structure

Fixed Fee

Payment Method(s)

Private Pay

Languages Spoken

English

The Town of Bluefield operates Graham Transit. Each day Graham Transit runs three deviated fixed routes throughout the area. Funding for the system is through Federal and State Mass Transit Grant programs and is subsidized by the Town. The transit links residents with surrounding communities, shopping areas, medical parks, and hospitals. The bus may deviate up to one mile off the fixed route.

The system interconnects with Bluefield, WV Transit which allows riders to travel to almost any destination in the area. The fare for Graham Transit is twenty-five cents. You must have the exact fare. Drivers cannot return change.

The [route schedules](#) are available on the website and can be downloaded.

Service Area(s)

Tazewell County