Raasay

Summer

SCONSER – RAASAY TEXT CODE 1

Before you travel: The timetable below is subject to change. Visit the <u>service status</u> page for the latest information on this route. For live updates on the go, download the CalMac <u>app</u>.

DAY	Sconser Depart	Raasay Arrive	Raasay Depart	Sconser Arrive
	-	-	07:55	08:20
	08:25	08:50	08:55	09:20
	09:25	09:50	09:55	10:20
MON - SAT	10:25	10:50	10:55	11:20
	11:30	11:55	12:15	12:40
	13:00	13:25	13:30 C	13:55 C
	14:00 C	14:25 C	14:30	14:55
	15:00	15:25	15:30	15:55
	16:15	16:40	17:00	17:25
	17:35	18:00	18:05	18:30
	18:45 A	19:10 A	20:30 B	20:55 B
	21:00 B	21:25 B	-	-
	-	-	10:00	10:25
SUN	10:30	10:55	12:15	12:40
SUN	13:00	13:25	16:30	16:55
	17:00	17:25	-	-

## Codes

- A: Saturdays this sailing will depart Sconser 15 minutes earlier at 18:30, arriving Raasay 18:55.
- B: Sailings operate on Saturdays only.
- C: Sailings operate on Fridays only during the following school term dates: 24 April 26 June and 21 August 8 October 2026.

## Please read the notes in the table below for the relevant information you need to know about this route, prior to travel.

Tickets: Advance purchase your ticket online before travel at calmac.co.uk

Vehicles and passengers must be available for boarding no later than 10 minutes before departure and have your ticket ready to be scanned.

Commercial vehicle bookings are handled at individual ports. For this route, contact Uig port office on 01470 220116 and select option 2 on a touch-tone phone.

New to driving in Raasay / UK: Visit calmac.co.uk/driving-on-scotlands-islands for helpful tips on driving on the island's single-track roads.

Light goods vehicles (LGVs): LGVs exceeding 6 metres in length or 3.5 tonnes in weight, or 3 metres in height, or 2.3 metres in width are charged at commercial vehicle rate.

**Helpful travel information:** If you're travelling with us soon, read through our pre-travel checklist to help with your travel preparations at <a href="mailto:calmac.co.uk/prepare-to-travel">calmac.co.uk/prepare-to-travel</a>