

HOW TO PURCHASE A 2026 DART ANNUAL PASS

STEP 1: REQUEST A PASS

For a 01/01/2026 (initial registration) pass, the Payroll Deduction Form must have been received by HR downtown by 10/31/25 – no exceptions. See HR Reps list on HR Website under DART Program OR bring your payroll deduction form directly to HR downtown (Records Building) in person or email at DART.Pass@dallascounty.org.

For participation on 02/01/2026 or later (Feb., Mar., Apr., etc.), your Payroll Deduction Form must be received at least one month in advance and by the 1st of the month for the following month's participation (Ex, if you plan to ride DART beginning 02/01/2026, your form must be submitted to HR downtown no later than 01/01/2026). See Purchase Deadlines on HR Website under DART Program.

STEP 2: SELECT PASS TYPE

Select the type of pass you wish to purchase (i.e., Local or Regional). All Go Passes. The pass you select is the pass you will get and be required to pay for via payroll deduction.

STEP 3: COMPLETE THE FORM

Complete the DART Annual Pass Enrollment Payroll Deduction Form Calendar Year 2026 and submit to your HR Rep OR HR downtown (Records Building) by 10/31/25 for 1/1/2026 participation OR by the 1st of the month for participation in the program for the next month.

STEP 4: DOWNLOAD DART GOPASS APP

“Go Pass” you will be required to set up your cell phone app.

LOST/STOLEN PASSES

No more hassle of replacing a lost/stolen pass. The “Go Pass” can be activated on a replacement or new phone. It is extremely important that you make every effort to secure your 2026 Annual DART pass. You will no longer be required to pay for replacing a lost/stolen pass. However, you will be required to contact Human Resources (HR) downtown –Records Building-500 Elm St., 4th Fl., Ste. 4100, if “Go Pass” needs to be reactivated on a replacement or new phone. HR will notify Dart representative at the DART Store, 1401 Pacific (Akard Station), to deactivate and reactivate on new phone. Dart Hours of operation are M-F, 7:30 a.m. to 5:30 p.m.