

## Community Center Reservations COVID-19 Restrictions / Changes

REVISED: September 24, 2020

### 1) Opening Dates:

#### a) June 1<sup>st</sup>, 2021 - Open to the Public / by reservation only:

- i) The building will remain closed to the public unless a reservation has been approved.
- ii) Dates are subject to change due to COVID restrictions

### 2) All reservations will conform to the following criteria:

- Reservations are limited to Wednesday, Saturday and Sunday.
- Reservations are restricted to the West Room and the American Legion Room.
- The Kitchen will not be available for rent to the public.
- West Room capacity is limited to 22 people.
- American Legion Room capacity is limited to 9 people.
- Reservations can only be scheduled between the hours of 8 a.m. and 8 p.m.
- Communal food is not allowed at this time.
- The building must remain locked during the event to eliminate unknown use of the facility.
- A list of names with phone numbers will be provided to the City to facilitate contact tracing, if needed. It is optional for the public to provide this information.
- Tables and chairs have been pre-arranged according to social distancing requirements. Furniture will remain in place, not stored between events, to reduce the intermingling of touched vs untouched furniture.
- **A “disinfecting” cleaning fee of \$100 will be added to each reservation regardless of length of reservation, room rented including “free government” reservations. City of Steamboat Springs excluded.**
- **The fee includes Professional cleaning/disinfecting of all common areas and high touch surfaces before and after all reservations.**
- **6 ft. social distancing must be maintained at all times**
- **Members of the public must also wear a mask when occupying common space at the Community Center but have the option to not wear a mask within their meeting room.**
- **Do not enter the building if you have the following symptoms:**
  - Fever
  - Cough
  - Shortness of breath
  - Any other Covid 19 symptoms as directed by Public Health