

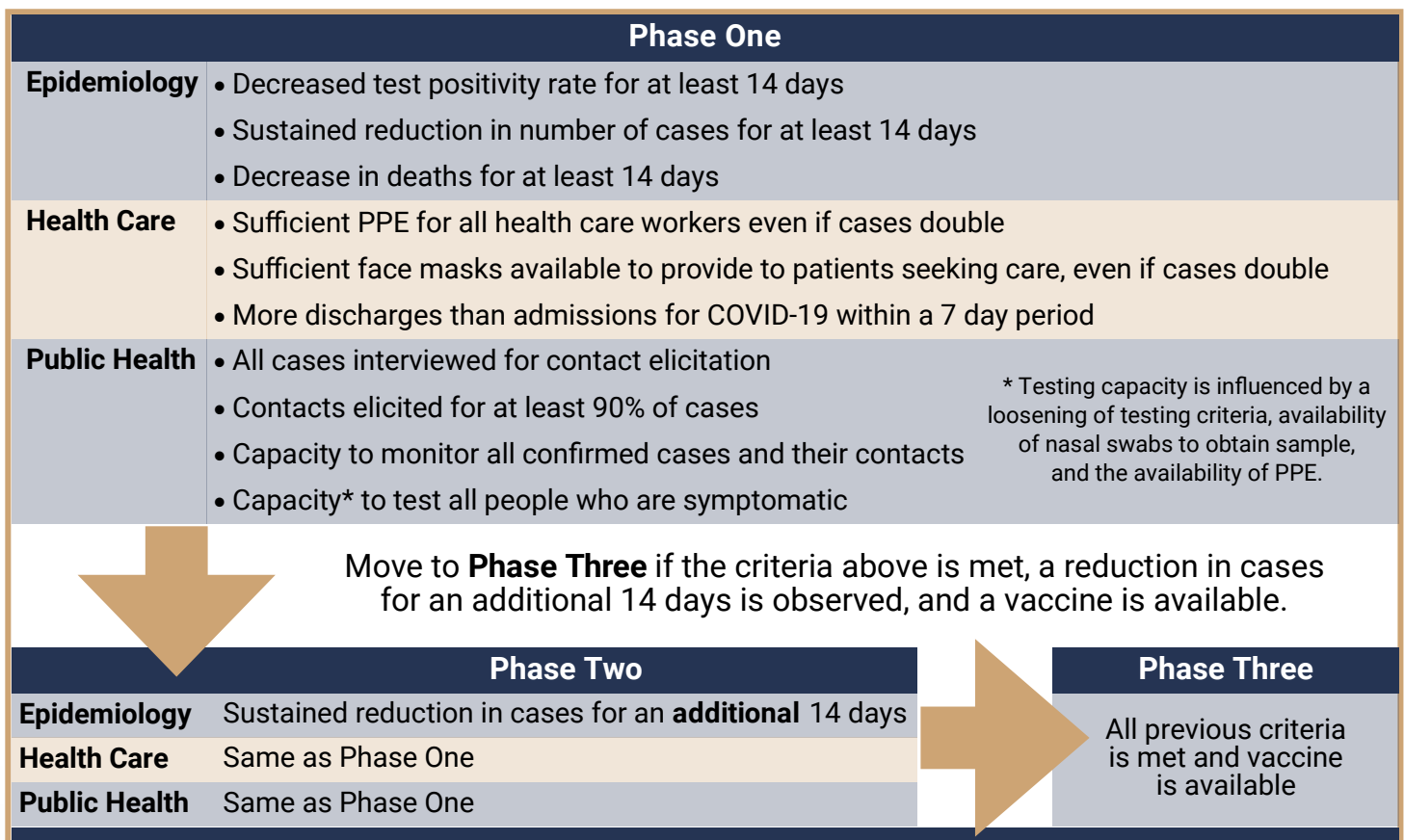
Reopening Guidance during Community Spread of COVID-19

PHASED REOPENING: MASS GATHERINGS

A phased approach enables events and gatherings to occur, while protecting the health and safety of employees, patrons, and the public. Risk of transmission increases as the number of those in attendance grows.

**Mass Gatherings**

Concert Halls • Funerals • Parades • Racetracks • Sporting Events • Theaters
Weddings • Other Planned Gatherings/Events

Recommended Criteria for Phased Reopening

Wedding

LEARN MORE

Find data associated with each phase and phase status at <https://bit.ly/PhaseMetrics>



Public Health
Prevent. Promote. Protect.

Linn County, Iowa

1020 6th Street SE
Cedar Rapids, IA 52401

PHASED REOPENING: MASS GATHERINGS

Mitigation Guidance

Action	Phase 1	Phase 2	Phase 3
High-Risk Patrons	Avoid, continue to stay home when able	Avoid, continue to stay home when able	Resume normal activities
Wash hands often	Continue	Continue	Continue
Cover Coughs/Sneezes	Continue	Continue	Continue
Stay home when ill	Continue	Continue	Continue
Require use of mask/cloth coverings among patrons	Continue	Continue	Discontinue
Surface/object cleaning	Continue	Continue	Continue
Isolation of cases	Continue	Continue	Continue
Social distancing	Continue	Continue	Pause social distancing
Gatherings	Limit to 10 people	Limit to 50 people	Allow all gatherings
Health Checks of Patrons	Yes	Yes	No
Employee Health Checks	Yes	Yes	No
Patron Health Checks	Yes	Yes	No
Concession Stand	Yes	Yes	Yes
Social Distancing Markers at Concession Stand	Yes	Yes	No
Self-Service Food	No	No	Yes
Stagger Attendees	Yes	Yes	No
PPE Required	Gloves, mask or cloth face covering, increased hand hygiene	Gloves, mask or cloth face covering, increased hand hygiene	Job-appropriate PPE
Disinfection of high traffic areas and high-touch surfaces	Frequent	Frequent	Normal

Please see the CDC for cleaning guidance: <https://www.cdc.gov/coronavirus/2019-ncov/community/disinfecting-building-facility.html>

*See Retail Establishment Guidance, if applicable