

Current Guidelines for Gatherings in Our Building as of 11/1/2021

The NEST committee has determined that gatherings, following the guidelines below, may be held in the church building at this time.

Gathering and meeting organizers may contact the Church Administrator at admin@uubloomington.org at least one week beforehand to schedule a space to gather.

Guidelines

- Current meeting room occupancy limits:
 - Library 10 persons,
 - Fellowship Hall 20 persons,
 - Sanctuary 60 persons.
- We expect that all persons who enter the building will be fully vaccinated.
 Additional safety precautions will be taken at events that include young children who cannot be vaccinated.
- All attendees must wear masks and maintain a distance of 6 ft from others while in the building. There are three exceptions when unmasking is acceptable. Exceptions:
 - Gatherings of 10 or less vaccinated people may opt to remove masks as long as 6 ft distancing is maintained.
 - Gatherings of 20 or less people in the Fellowship Hall may eat food, as long as a minimum of 6 ft distance is maintained between attendees, and masks are worn when not eating.
 - Staff may remove their masks while working alone in their offices.
- Gathering and meeting leaders will maintain a list of who attended their meeting or gathering.
- Only two groups may gather in the building at a time, with only one group in each building zone. Building zones consist of an upstairs and a downstairs zone. You will be assigned to a zone when your group schedules its meeting or gathering.
- Attendees will use the restroom facilities in their scheduled zone.
- Attendees will not enter the building more than 10 minutes before the scheduled meeting time and will exit the building within 10 minutes after the scheduled time.
- No one should attend a gathering if they have any symptoms of illness.

If you have questions or concerns about these guidelines, please contact the NEST working group by emailing Jane McLeod at imcleod@indiana.edu or Abby Gitlitz at agitlitz@hotmail.com