

COVID-19 PREVENTIVE MEASURES

DURING ALL PHASES, STRIKES & SPARES WILL OBSERVE THE FOLLOWING:



- Sanitize high contact surfaces
 - o Door handles, kiosk, counter tops, etc.

Wash your hands

- All staff must wash hands with soap and water frequently and when changing gloves
- Sanitizer is also available for staff

Maintain social distancing

- Staff must maintain proper social distancing as recommended by CDC
- Stay Home if you are sick
- Guests will be encouraged to maintain social distance and recommend the use of masks.
 Masks will not be provided.

Current Phase – Strict Social Distancing

- Employee Standards
 - Temperature Readings
 - All staff temperatures will be recorded upon entering the building. Temperatures of 100.4 or higher is not permitted to work.
- Personal Protective Equipment
 - All staff must wear face covering
 - o Gloves are required when handling any food or beverage
 - o Gloves are available for all employees



WEAR MEDICAL MASKS

- Attraction & Facility Specific Standards
 - General Transactions
 - Guests are encouraged to not use cash for payment of purchases
 - 6 feet guest spacing marked via floor decals



KEEP DISTANCE

- Bowling
 - Reservations encouraged
 - Capacity limited to 50% of the lanes
 - Groups spaced with single lane gaps between parties
 - When finished bowling, guests will leave bowling balls at the lane so staff can sanitize



DISINFECT OBJECTS

- Dining Room & Bar
 - Tables will be spaced at 6 feet apart
 - There will be a sign notifying customers if table has been sanitized
- Restrooms
 - Restrooms will be detailed cleaned several times a day



WASH HANDS

- Attractions:
 - Go-karts & bumper cars will be wiped down after each ride
 - Social distance markers on the floor in the line
 Bounce houses will be closed until further notice
 - Mini-golf
 - Mini-golf
 - Clubs & balls will be sanitized after each use
 - Arcades
 - Social distance of 6 feet required between parties in arcade unless wearing a masks
- All high contact surfaces cleaned and sanitized