

TOWN OF BROADWAY

Face Coverings Required in Town Hall Starting August 5

In response to new guidance from the Centers for Disease Control (CDC), beginning August 5 and until further notice, face coverings are required indoors for all visitors (ages 5 and up) to the Broadway Town Hall regardless of vaccination status.

On July 27, the Centers for Disease Control recommended that everyone in areas designated as substantial spread wear a mask in public indoor settings, even those people who are fully vaccinated, to help prevent the spread of the delta variant and protect others. Lee County is now an area with substantial community spread.

Currently, there are no plans to cancel outdoor Town of Broadway events. For outdoor events, there are no current plans to require masks. The rental of the Community Building has been suspended until further notice.

At this time, there are no plans to implement a mandatory mask policy for facilities or other spaces not owned by the town. The town is asking local businesses to consider a mask policy for their employees and patrons. The town strongly encourages citizens to wear a mask when they are indoors at public facilities.

Additionally, there are no immediate plans to reinstate virtual-only Town Board meetings. The plan is to continue monitoring CDC guidance and adjust as needed. Therefore, the public remains invited to attend meetings in person. However, the Town will continue to limit capacity to 50% of seating availability on a first-come basis. A mask will be required unless addressing the Town Board at the podium.

Vaccines continue to be highly effective at preventing serious illness and hospitalization from the COVID Delta variant. Free COVID-19 vaccines are available to anyone 12 and older at the Lee County Health Department by appointment. Anyone can check out the free clinic schedule at www.leecountync.gov.

I would encourage everyone to consider getting vaccinated and to wear a mask when you are out and about.

Please be safe!



Donald F. Andrews, Mayor