

Indoor Service and Building Use RECAP

Indoor Service: Beginning September 6, 2020 at 9:30 a.m.

SAFETY

- *Masks or Shields Required to enter the building.*
- *6 ft Social Distancing* with anyone not in your social circle
- *Fellowship Outside Only* – Do not congregate in the Lobby or Sanctuary

THE SERVICE

- Online RSVP will be sent out each Sunday, with a reminder mid-week. If no email, call 669-6690 extension 301 and leave your name and how many will attend.
- Limited seating - We can only accommodate a certain number of groups and maintain social distance for seating and moving around inside, so we will set a maximum of RSVPs based upon seating.
- Pews will be sectioned off to provide 6ft of social distancing.
- ALL aspects of Worship will be pre-recorded and projected onto screens.
- Some seating in the Lobby reserved for families with young children, and/or Sanctuary overflow seating.

KIDS MINISTRY – 3 years – 1st Grade

- Families with children in this age/school range must ENTER the building through the East doors, Door E.
- Check-in will occur in the Gym.
- 3yrs – 1st will be doing an activity in the GYM, carpet squares will be used to social distance.
- Masks and Social Distancing Required.
- Parents will head to the sanctuary using the doors that go from the Gym to the Lobby and use the same doors to pick their kids after the service.
- Families must EXIT the building with their children through the East doors, Door E.

BUILDING USE for Ministry Activity available Tuesday – Thursdays beginning the week of Sept. 6

- Students and Children Ministry's will use the Youth Building and Gym – Ministry Leaders will provide Details
- Adult Small Groups/Sunday School Groups – Circles of Chairs in social distanced groups will be available in the Lobby.
- Current Executive Orders must be followed, currently that is no more than 10 people in a room at one time.
- Contact Tyla at least one week in advance to reserve a time/day – tyla@rosewoodchurch.org or call 669-6690 extension 301 and leave a message.