

North Sewickley Presbyterian Church

GUIDELINES FOR INDOOR WORSHIP – COVID-19

1. The objective is to attempt to facilitate worship inside the church building safely and as in compliance with the CDC Guidelines and the PA state Guidelines as possible.
2. It is highly recommended that people who are particularly at risk or otherwise susceptible to the virus do not attend worship at the church but utilize the online availability to participate.
3. Anyone who is experiencing any type of illness is also cautioned about not attending worship in person.
4. Persons entering the church building are required to wear a mask and to keep it on during the service, with the exception of the time of partaking of Communion elements. The exceptions to the mask rule are for small children and for those who experience breathing difficulty in using a mask. Those participating in the service (e.g. worship leader, liturgist, musicians) will not wear masks. Please respect this issue (see #1 above) as we do not wish to make it an area of contention.
5. Hand sanitizer is available and is encouraged to be used.
6. Social Distancing will be observed. The pews will be blocked to accommodate this. Please do not alter the arrangements.
7. We must limit the number of persons in the sanctuary. Please recognize this and understanding if you are asked to engage in the service from the Narthex, Calvin Room or Social Hall.
8. It is best that family groups remain together. In particular, family groups may wish to participate in worship via the live-stream in the Calvin Room or the Social Hall.
9. Due to the changes necessitated by the live-streaming, several pews in the front of the sanctuary are closed from use.
10. Please be gracious and understanding that you may not be able to sit in the same seat you have been in for a long time. Be accepting of the current situation and welcoming to those who may cause you to open your horizons.
11. The offering plates will not be passed about. Your offering can be placed in the plate in the Narthex.