

Feb. 15

PUBLIC GATHERINGS & EVENTS

- ✓ **100 individuals or 35% of fire code capacity**, whichever is less, under strict social distancing requirements
- ✓ Large Gathering Plans allowed for submission but cannot resume until **March 1** and only if granted approval by applicable local health & state authorities

35% CAPACITY LIMIT

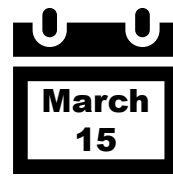
- ✓ Food & Beverage Establishments: Restaurants, Bars, Pubs, Wineries, Distilleries & Breweries (those that serve food and those that do not)
- ✓ Places of Worship
- ✓ Gyms, Fitness Studios, Yoga Studios, Dance Studios, Martial Arts Studios & similar establishments
- ✓ Gaming Floors
- ✓ Arcades, Racetracks, Bowling Alleys, Mini-Golf, Pool Halls/Billiards Rooms, Amusement and Theme Parks & similar activities

50% CAPACITY LIMIT

- ✓ Libraries, Museums, Art Galleries, Aquariums & Zoos
- ✓ Retail Stores & Indoor Malls
- ✓ Medicinal & Recreational Cannabis Establishments
- ✓ Community/Recreational Centers (incl. public pools)

May operate under strict social distancing requirements and protocols established by existing Directives and/or guidance issued by the applicable regulatory body

- ✓ Spas, Massage Therapy & Massage Establishments
- ✓ Hair Salons, Barbershops, Nail Salons & businesses that provide Aesthetic Skin Services
- ✓ Body Art & Piercing establishments



March 15

PUBLIC GATHERINGS & EVENTS

- ✓ **250 individuals or 50% of fire code capacity**, whichever is less, under strict social distancing requirements
- ✓ Large Gathering Plans allowed for submission/approval

50% CAPACITY LIMIT

- ✓ Libraries, Museums, Art Galleries, Aquariums & Zoos
- ✓ Retail Stores & Indoor Malls
- ✓ Medicinal & Recreational Cannabis Establishments
- ✓ Community/Recreational Centers (incl. public pools)
- ✓ Food & Beverage Establishments: Restaurants, Bars, Pubs, Wineries Distilleries & Breweries (those that serve food and those that do not)
- ✓ Places of Worship
- ✓ Gyms, Fitness Studios, Yoga Studios, Dance Studios, Martial Arts Studios & similar establishments
- ✓ Gaming Floors
- ✓ Arcades, Racetracks, Bowling Alleys, Mini-Golf, Pool Halls/Billiards Rooms, Amusement and Theme Parks & similar activities

YOUTH & ADULT RECREATIONAL SPORTS

Tournaments allowed to resume if Preparedness & Safety Plan approved by applicable state authorities

May operate under strict social distancing requirements and protocols established by existing Directives and/or guidance issued by the applicable regulatory body

- ✓ Spas, Massage Therapy & Massage Establishments
- ✓ Hair Salons, Barbershops, Nail Salons & businesses that provide Aesthetic Skin Services
- ✓ Body Art & Piercing establishments



May 1

TRANSITION TO LOCAL AUTHORITY

- ✓ Public Gatherings & Events
- ✓ Libraries, Museums, Art galleries, Aquariums & Zoos
- ✓ Retail Stores & Indoor Malls
- ✓ Medicinal & Recreational Cannabis Establishments
- ✓ Community/Recreational Centers (incl. public pools)
- ✓ Food & Beverage Establishments: Restaurants, Bars, Pubs, Wineries Distilleries & Breweries (those that serve food and those that do not)
- ✓ Places of Worship
- ✓ Gyms, Fitness Studios, Yoga Studios, Dance Studios, Martial Arts Studios & similar establishments
- ✓ Gaming Floors
- ✓ Arcades, Racetracks, Bowling Alleys, Mini-Golf, Pool Halls/Billiards Rooms, Amusement and Theme Parks & similar activities

MUST OPERATE ACCORDING TO THE REQUIREMENTS OF THE NEVADA CANNABIS COMPLIANCE BOARD

- ✓ Medicinal & Recreational Cannabis Establishments

MUST OPERATE ACCORDING TO THE REQUIREMENTS OF THE NEVADA GAMING CONTROL BOARD

- ✓ Gaming Floors

May operate under strict social distancing requirements and protocols established by existing Directives and/or guidance issued by the applicable regulatory body

- ✓ Spas, Massage Therapy & Massage Establishments
- ✓ Hair Salons, Barbershops, Nail salons & Businesses that provide Aesthetic Skin Services
- ✓ Body art & piercing establishments

Statewide directives that will remain in place to mitigate the spread will include, but not be limited to: face covering mandate & social distancing safety protocols.