



SAULT STE. MARIE

News Release

For Immediate Release

GFL Memorial Gardens to resume indoor walking program

Sault Ste. Marie, ON (2020 10 08) – The City of Sault Ste. Marie is pleased to resume its indoor walking program at the GFL Memorial Gardens on October 13, 2020. Walkers are permitted to use the concourse of the arena Monday to Thursday from 10 a.m. to 2 p.m.

In compliance with Provincial Guidelines for opening facilities and in consultation with Algoma Public Health, the following modifications will be in effect:

- Upon entering and exiting the GFL Memorial Gardens, visitors will be asked to sign in and sign out at the Main Gate A (Box office). Pre-screening for contact tracing purposes will be in effect.
- Entrances and Exits will be restricted for distancing procedures. Guests are asked to use the Main Gate A (Box office) or the accessibility gate.
- Use of the concourse will be limited to 50 participants at a time.
- Walkers are encouraged to wear a mask with the exception of those with respiratory or medical conditions or those who have difficulty putting a mask on themselves.
- Personal items will not be permitted into the concourse area and seating areas will not be available for use.
- Washroom #1 will be available. Standing rails and the box office area will be cleaned and sanitized regularly throughout the day.

- Social Distancing stickers will be placed in the main lobby and in walking areas. For everyone's safety, users are asked to respect protocols and obey signage at all times.

The City of Sault Ste. Marie looks forward to welcoming the community back safely to the GFL Memorial Gardens. The Fall walking schedule can be viewed at www.saultstemarie.ca/walking. For inquires call 705-759-5489 or email centres@cityssm.on.ca.

-30-

Media Contact:

Tessa Vecchio
Corporate Communications
City of Sault Ste. Marie
705-759-5396
t.vecchio@cityssm.on.ca

GFL Memorial Gardens Contact

Brent Lamming
Director, Community Services
City of Sault Ste. Marie
705-759-5314
b.lamming@cityssm.on.ca