

SAFE MANAGEMENT MEASURES FOR PUBLIC ENTERTAINMENT VENUES

To resume business activities, all Public Entertainment (PE) operators must establish a system to implement and ensure adherence to the Safe Management Measures (SMMs) listed below:

1. For all PE venues

- 1.1. Implement TraceTogether-only SafeEntry visitor management system and deploy SafeEntry Gateway to record the entry of all personnel (including employees, suppliers/contractors, and customers) entering the premises.¹
- 1.2. Put up signs to remind employees and customers to observe all SMMs in place at all times.
- 1.3. Implement a detailed monitoring plan to ensure compliance with SMMs and that issues are resolved in a timely manner (e.g. remedy of non-compliance, risk mitigation).
- 1.4. Appoint Safe Management Officer(s) (SMO) to assist in the implementation, coordination and monitoring of the system of SMMs at the premises. Duties of the SMO include the training of other employees to engage customers to comply with SMMs, conducting inspections and checks to ensure that SMMs are complied with at all times; and keeping records of the checks which may be requested by the authorities. Where non-compliance of SMMs are found during the inspections, the SMO will also remedy the non-compliance with immediate action.
- 1.5. Implement a follow-up plan with precautionary measures in the event of a confirmed case of COVID-19, including immediately vacating the premises where the confirmed case had worked and thorough cleaning and disinfecting all relevant on-site areas and assets that were exposed to confirmed cases, in accordance with National Environment Agency (NEA) guidelines found at <https://www.nea.gov.sg/our-services/public-cleanliness/environmental-cleaning-guidelines>.
- 1.6. In the event of a confirmed case of COVID-19 among the employees or customers, the operator must inform Police Licensing & Regulatory Department (PLRD) immediately and temporarily suspend all operations. All employees who had been in close contact with the confirmed case shall be placed on Leave of Absence for 14 days (if not already issued with a Quarantine Order by MOH).
- 1.7. PE venues that provide food and beverages (F&B) must ensure that its F&B operations form only an ancillary component of the business operations (i.e. primary activity is to provide PE), and these F&B activities occur within a separate section of the premises.
- 1.8. Areas used for the F&B activities[#] (i.e. the sale and consumption of F&B) must be clearly demarcated and SMMs applicable to F&B establishments must be complied with at all times by all persons using the areas.

#From 22 July to 18 August 2021, dining-in at F&B establishments, both indoor and outdoor, will not be permitted.

¹ More information on TraceTogether-only SafeEntry, SafeEntry Gateway and a full list of places where the measures must be deployed can be found at <https://www.safeentry.gov.sg/deployment>. From 17 May 2021, the venues must ensure that all individuals use either their TraceTogether (TT) App or TT Token to check-in and the venues must only permit those who check in with the TT App or Token to enter their premises. From 15 June 2021, the venues must also deploy the SafeEntry Gateway in App or Box version and information can be found at go.gov.sg/gateway-overview.

2. Specific to amusement centres

- 2.1. The number of persons within the premises must comply with the occupancy limit of one person per 10 square metres (sqm) of Gross Floor Area (GFA).
- 2.2. Game machines must be placed sufficiently far apart with clear demarcation of a space around each machine meant for a group of up to five* customers using it to ensure they maintain a safe distance of at least one metre away from other groups of customers and no mixing of different groups of customers. If a series of game machines are attached together, there must be demarcation for alternate machines not to be used, such that safe distancing can be maintained.

**From 22 July to 18 August 2021, this is a group of up to two customers.*

- 2.3. Queue lines must be clearly demarcated for each game machine, to ensure at least one metre spacing between customers or groups of customers.
- 2.4. Game machines and tokens must be cleaned and disinfected between peak periods, and at the end of the day.
- 2.5. For amusement centres with unique concepts [e.g. virtual reality (VR) and escape rooms]:
 - 2.5.1. All used equipment must be cleaned and disinfected at the end of each session for each customer, before the next customer uses them. This also applies if the equipment is transferred from one customer to another during a game.
 - 2.5.2. Safe distancing must be maintained at all times, by clearly demarcating spaces at least one metre apart for each group of up to five* customers at common areas, and limiting the use of each room to such specified group at any time, with no mixing of different groups of customers.

**From 22 July to 18 August 2021, this is a group of up to two customers.*

3. Specific to computer games centres

- 3.1. The number of persons within the premises must comply with the occupancy limit of one person per 10 sqm of GFA.
- 3.2. Safe distancing must be maintained at all times, by maintaining at least one metre spacing between tables/terminals, and clearly demarcating alternate tables/terminals not to be used.
- 3.3. Computer equipment and terminals must be cleaned and disinfected at the end of each session for each customer, before the next customer uses them.

4. Specific to snooker / billiard saloons

- 4.1. The number of persons within the premises must be capped at 100 persons or 50% of its original capacity measured by the premises' occupant load, whichever is lower, at any time.
- 4.2. Safe distancing between customers must be maintained at all times, by maintaining at least one metre spacing between tables, and clearly demarcating alternate tables not to be used.
- 4.3. All equipment (such as cue sticks, balls, and tables etc) must be cleaned and disinfected at the end of each session for each customer, before the next customer uses them. Customers must not exchange cue sticks during the game.

5. Specific to paintball/airsoft game centres

- 5.1. The number of persons within the premises must be capped at 100 persons or 50% of its original capacity measured by the premises' occupant load (within the indoor premises), whichever is lower, at any time.
- 5.2. All individuals must wear a mask at all times within the premises, unless the individual is participating in a paintball/airsoft game.
- 5.3. All customers must be separated by at least 2 metres from each other during a paintball/airsoft game.
- 5.4. Safe distancing must be maintained at all times, by clearly demarcating spaces for each group of up to five* customers for paintball/airsoft games, and alternate lanes of at least one metre apart to be used for target paintball/airsoft shooting. There should be no mixing between different groups of customers at all times.

**From 22 July to 18 August 2021, this is a group of up to two customers.*

- 5.5. Queue lines must be clearly demarcated for each lane for target paintball/airsoft shooting, to ensure at least one metre spacing between customers or groups of customers.
- 5.6. All paintball/airsoft equipment (e.g. paintball/airsoft guns, vest, and facial masks) must be cleaned and disinfected at the end of each session for each customer, before the next customer uses them. This also applies if any equipment is transferred from one customer to another during a paintball/airsoft game, or target paintball/airsoft shooting.

6. Specific to axe-throwing centre

- 6.1. The number of persons within the premises must comply with the occupancy limit of one person per 10 sqm of GFA.
- 6.2. Safe distancing must be maintained at all times, by clearly demarcating alternate lanes of at least one metre apart to be used.
- 6.3. Queue lines must be clearly demarcated for each axe-throwing lane, to ensure at least one metre spacing between customers or groups of customers.
- 6.4. Axes and related equipment must be cleaned and disinfected at the end of each session for each customer, before the next customer uses them. This also applies if the axe or related equipment is transferred from one customer to another during a game.