

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. Use SafeEntry¹ visitor management system to record the entry of all personnel (including employees, suppliers/contractors, and customers) entering the premises.
- 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, 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 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 More information on SafeEntry and a full list of places where SafeEntry must be deployed can be found at <https://www.safeentry.gov.sg/deployment>. Visitors may check-in to SafeEntry using their TraceTogether App, SingPass Mobile app, or other QR code apps, or by presenting their TraceTogether Token or NRIC/FIN/other IDs to be scanned. Businesses should not decline entry to visitors unless the individual does not use these modes for check-in and refuses to provide particulars to assist with manual entry.

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.

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).

**With effect from 28 December 2020, the number of persons within the premises must comply with the occupancy limit of one person per 8 sqm of 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.

#With effect from 28 December 2020, this will be a group of up to eight 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 a group of up to **five**[#] customers at any time, with no mixing of different groups of customers.

#With effect from 28 December 2020, this will be a group of up to eight 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.

**With effect from 28 December 2020, the number of persons within the premises must comply with the occupancy limit of one person per 8 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 50 persons or 25% of its original capacity measured by the premises' occupant load**, whichever is lower, at any time.

*****With effect from 28 December 2020, 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 game centres

5.1. The number of persons within the premises must be capped at 50 persons or 25% of its original capacity measured by the premises' occupant load** (within the indoor premises), whichever is lower, at any time.

*****With effect from 28 December 2020, 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 game.

5.3. All customers must be separated by at least 2 metres from each other during a paintball 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 games, and alternate lanes of at least one metre apart to be used for target paintball shooting. There should be no mixing between different groups of customers at all times.

#With effect from 28 December 2020, this will be a group of up to eight customers.

5.5. Queue lines must be clearly demarcated for each lane for target paintball shooting, to ensure at least one metre spacing between customers or groups of customers.

5.6. All paintball equipment (e.g. paintball 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 game, or target paintball 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.

**With effect from 28 December 2020, the number of persons within the premises must comply with the occupancy limit of one person per 8 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.