



**St. Martin's-in-the-Field**  
Episcopal Church

## **Returning to Limited In-Person Worship at St. Martin's-in-the-Field**

With the blessing of the diocese and the concurrence of the Vestry, we will resume limited in-person worship beginning on Palm Sunday, March 28.

**We will adhere to the Diocese of Maryland's guidelines for returning to limited in-person worship. The guidelines for worship are as follows:**

- If you feel ill, or have been recently sick, please stay home and [worship with us online](#).
- **Sign up to attend in-person worship *ahead of the date of worship*** using the Sign-up Genius that will be soon available on [our website](#) and in the upcoming [weekly E-Pistle](#) emails.
- **All those attending worship must be masked**, except those 2 years-old or younger. The diocese prefers double masking to help prevent the spread of the new COVID variants which are more easily contracted.
- We will welcome up to **80 people for worship on Sunday mornings at our 8:00 a.m. service only**, and certain other services during Holy Week—the full schedule for Holy Week will be communicated separately.
- Only sit in the chairs marked with tape on the top to ensure proper distancing. Please also keep at least 6' distance from others before, during, and after worship.
- You will need to exit the sanctuary immediately following our worship, **any socializing must be done outdoors WITH MASKS ON**.
- Please put any offerings in the collection plate when you enter the sanctuary.
- Please use the hand sanitizer when you enter the sanctuary.
- You will NOT need to wipe down your seat or pew when leaving.
- Please follow the direction of the ushers and those found in your bulletin for how to receive Holy Communion—consume the Bread only once you have returned to your seat.

*Please note that should the new cases per 100,000 rate for our county spike or rise significantly, we may have to suspend in-person worship. This decision will be made by the diocese and will be promptly communicated to everyone.*