# MU MEMORIAL STADIUM HEALTH SMART EXPERIENCES

AUDIT REPORT August 6, 2020







# HEALTH SMART FAN EXPERIENCES AUDIT REPORT

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### HEALTH SMART EXPERIENCE AUDIT PURPOSE

The current COVID-19 pandemic has turned our "normal" upside down. We are social animals built to live lives full of rich experiences, we don't suffer static isolation well — we long to return.

The intent behind the **DI Health Smart Experience Audit** is to identify barriers and provide possible solutions that demonstrate MU's care for fans by providing both tangible actions and reassurance to those who long to return.

All of these efforts are brought to bear with the brand foremost in mind. So that solutions and messaging are true to what the MU Tigers brand represents.

### HEALTH SMART EXPERIENCE AUDIT **OBJECTIVES**

- 1. Simplify: Utilize concise, positive messaging and emphasize comfort, control and peace of mind.
- 2. Preserve: Even during a pandemic, this is still about the experience. Don't lose sight of that. It's more important than ever. Celebrate those that play, coach, administer and attend like we never have before.
- 3. Be Strategic: Focus on leveraging existing resources and infrastructure.
- 4. Temporary: Pandemics do end. Identify and utilize behavioral and temporary solutions whenever possible.
- 5. Innovate: In historical moments, all bets are off, so do not let "typical" constraints limit our thinking.
- 6. Solutions: Consider all possibilities from physical, cultural and behavioral to provide solutions.
- 7. Execution: Plan for the most complicated scenario and focus on temporary, phased and layered solutions that can quickly adapt to changing conditions. It's easier to add people than subtract them.

# HEALTH SMART EXPERIENCE AUDIT PRINCIPLES

The Audit builds on the directives and guidance provided by local, state and national authorities. It does not replace them. The Audit references the most current and reliable information for both its analysis and recommendations with the understand that what is known about COVID-19 is constantly being updated. The Audit makes no promise to mitigate all dangers and vulnerabilities and acknowledges that scientific and health experts continue to learn more. The Audit aims to provide the best possible options with the limits of both our understanding and t realities of particular facilities, audiences and experience goal

	The Audit offers
	potential solutions that
hin	attempt to balance
r	legal requirements,
:he	fan concerns, healthy
r	environment best
	practices, and an
S.	unequaled MU fan
	experience.

# HEALTH SMART EXPERIENCE AUDIT PURPOSE | EXPERTISE

#### **Drew Berst**

Practice Director for Collegiate Sports.

At DI, Berst is the single point of accountability for all collegiate sports clients and his main focus is to live and breathe college sports, in other words, keep doing what he has been doing his entire life. Professionally, Berst has been working in the sports facility industry for over 12 years and has been involved in over \$2 billion worth of athletic facility projects.

#### **Rick Smith**

*Executive Creative Director* A truly versatile designer, manager and creative leader, Rick Smith brings more than 20 years experience to DI.

Working as Executive Creative Director, Rick inspires excellence in DI's creative team, crafting fully integrated designs and rich experiences. His broad experience includes both professional and collegiate sports brands and facilities Rick's strength lies in his ability to connect brands and their customers to the physical environment.

#### **Ashley Siebert**

Associate Creative director In this projects context

Ashley serves as a lead facility auditor at DI. She has completed countless comprehensive audits of every class of stadium throughout the United States. Ashley's exhaustive experience with stadiums and adjacent facilities provides a depth of knowledge about the innerworkings, traffic patterns and experiences of such spaces. Those insights allow us best identify the areas of concern and viable solutions.

#### **Nigel Morley**

Creative Director

Nigel has extensive experience guiding collaborative teams of smart, talented creative in developing effective solutions for a wide range of brands.

Taking a thoughtful approach to each challer Nigel excels at making brands tangible — Findir ways to engage audience that move them beyond brand spectators and int brand participants, build interest and loyalty.

#### **DI Covid-19 Task Force**

	A group of interdisciplinary
	DI experts selected to
	research, review and
	recommend return
es	standards and actions, The
	task forces initial objectives
	were to facilitate best health
	practices at all DI locations
	and coordinate the safest
enge	possible return to work.
5	The content gathered and
ng	the breadth of experience
ces	provide valuable input
1	as we partner with our
nto	clients in their efforts to
ding	do the same.
3	

# **HEALTH SMART EXPERIENCE AUDIT PROCESS** | PRE-VISIT

#### **Pre-visit**

- and attending sporting events.
- 2. Gathered relevant information to better understand the
  - Stadium floorplans
  - Ticketing breakdowns
- 3. Research current county, state and national Covid-19 regulations and guidelines.

1. DI in collaboration with Persuasion Strategies authored and conducted a survey to assess American sports fans' perceptions of in-person sporting events, concerns over the coronavirus pandemic, and the intersection of the pandemic

Memorial Stadium facilities, events and target audiences:

8

# **HEALTH SMART EXPERIENCE AUDIT PROCESS** | ON-SITE TOUR

#### **On-site**

- premium locations.
- 2. Tour included questions and answer segments at every stage
- ticketing data.

1. The team from DI joined Tony Wirkus for a comprehensive tour of the Stadium including parking, concourses, public and private spaces, food service areas, suites and other

3. Tour concluded with requests for additional information, included current architectural plans and attendance/

9

# **HEALTH SMART EXPERIENCE AUDIT PROCESS** | POST-VISIT

#### Post-visit

- identify areas, and degrees of vulnerability
- relevant messaging.

1. Review all input, observations and client provided info.

2. Develop "heat map" reference on the Stadium floorplan to

3. Complete the DI Vulnerabilities Matrix to identify in detail the areas of vulnerability, risk factors, potential solutions and

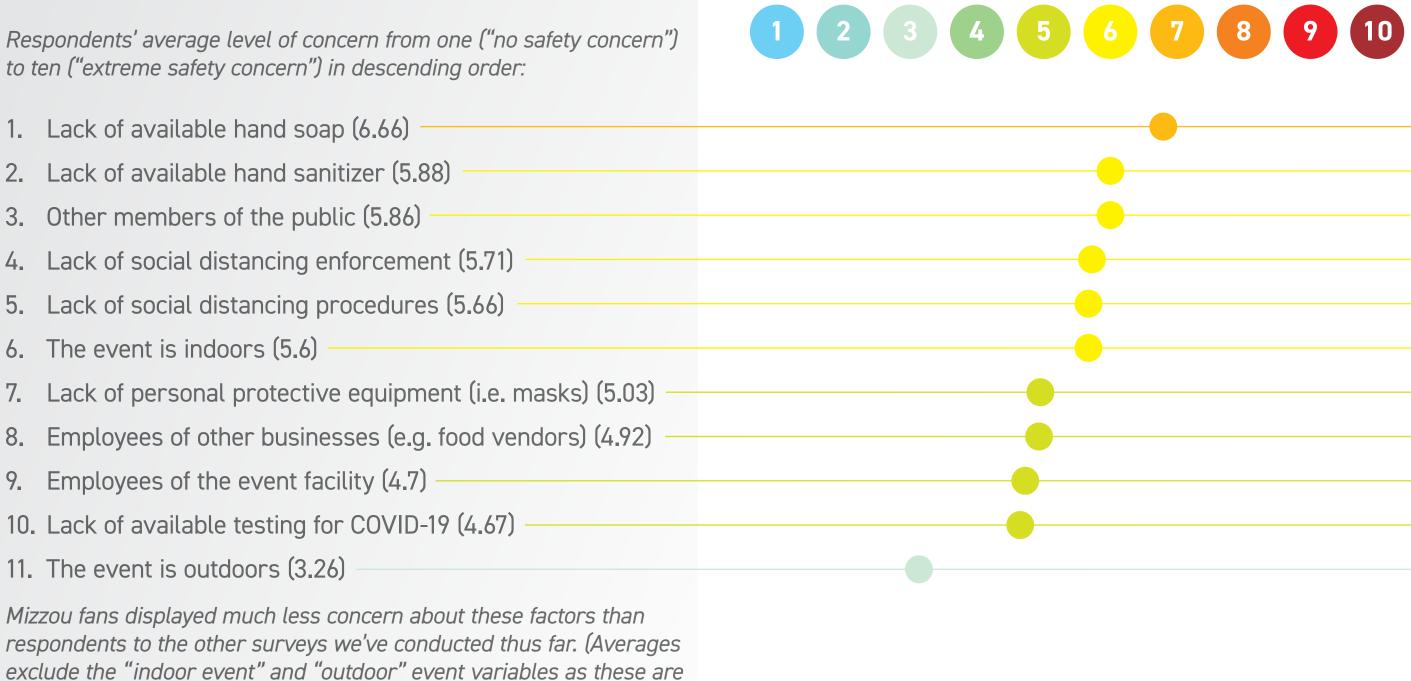


# SURVEY RESULT



# HEALTH SMART EXPERIENCE SURVEY **RESULTS SUMMARY**

Respondents' average level of concern from one ("no safety concern") to ten ("extreme safety concern") in descending order:

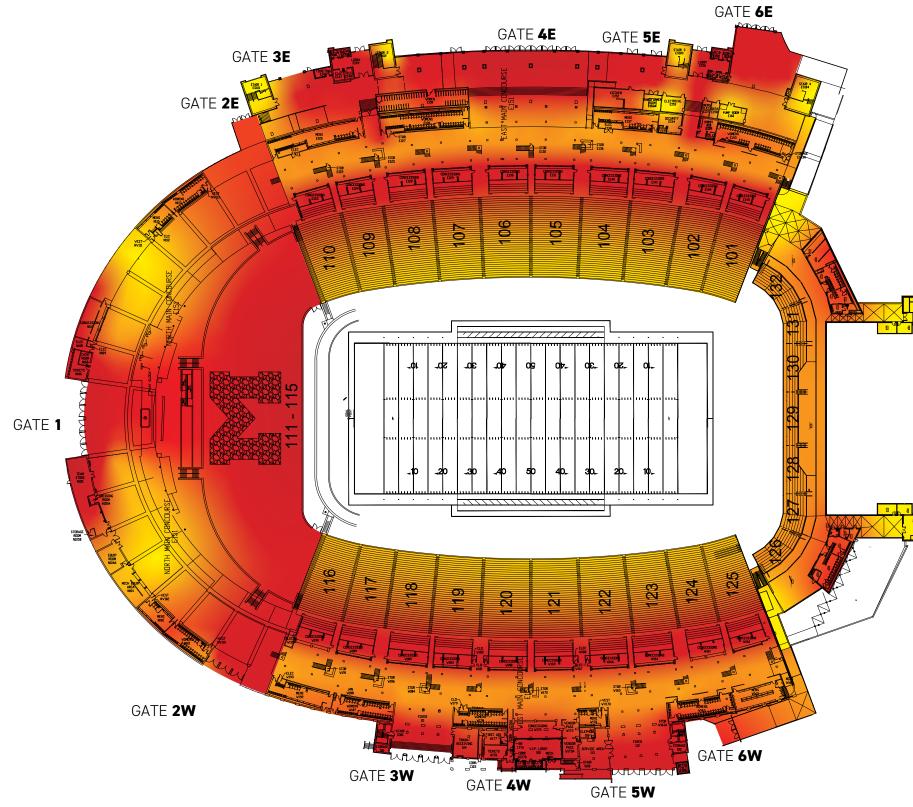


not included in the national surveys.)

# AUDIT STADIUM HEAT MAP



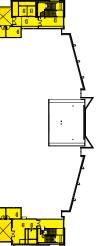
#### HEALTH SMART EXPERIENCE AUDIT HEAT MAP | CONCOURSE LEVEL





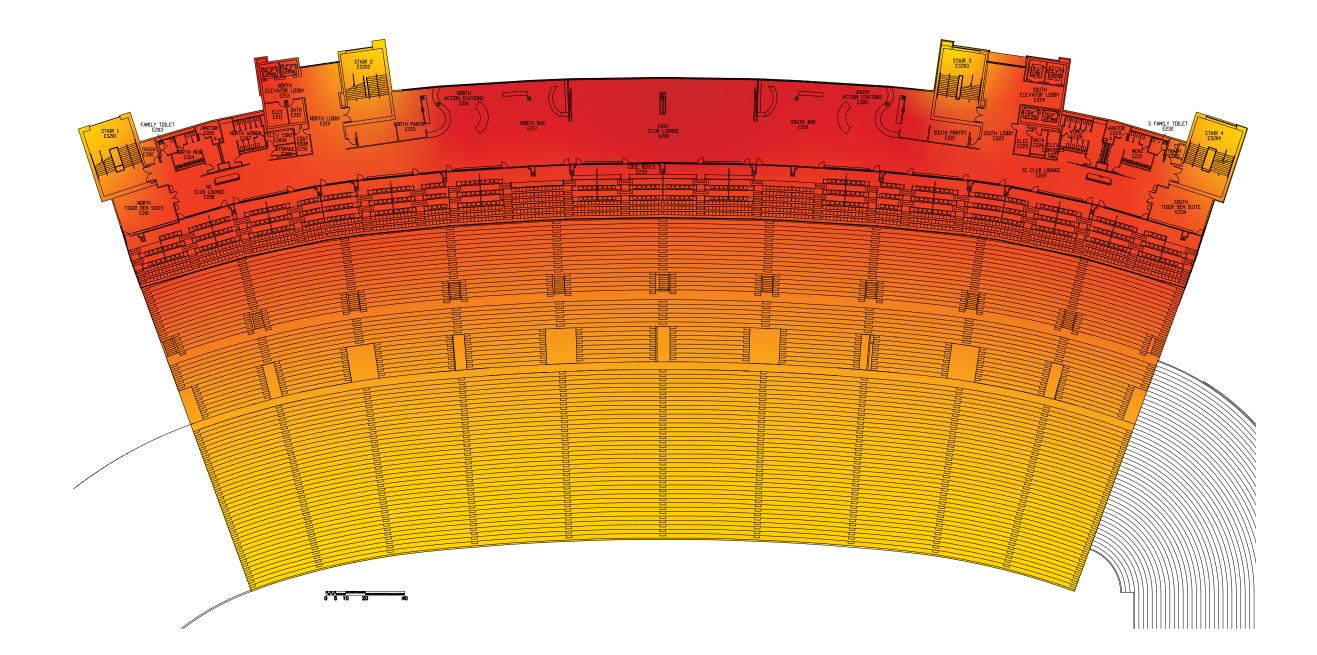
#### Population Density







#### HEALTH SMART EXPERIENCE AUDIT HEAT MAP | EAST SIDE PREMIUM LEVEL

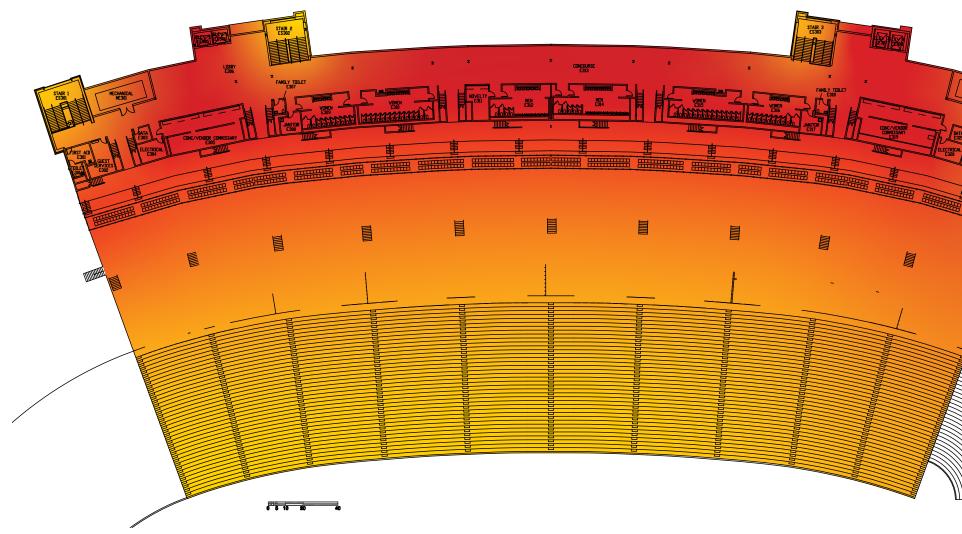






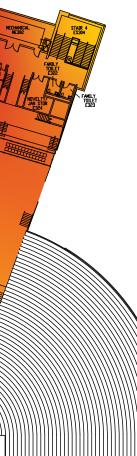


#### HEALTH SMART EXPERIENCE AUDIT HEAT MAP | EAST SIDE UPPER CONCOURSE



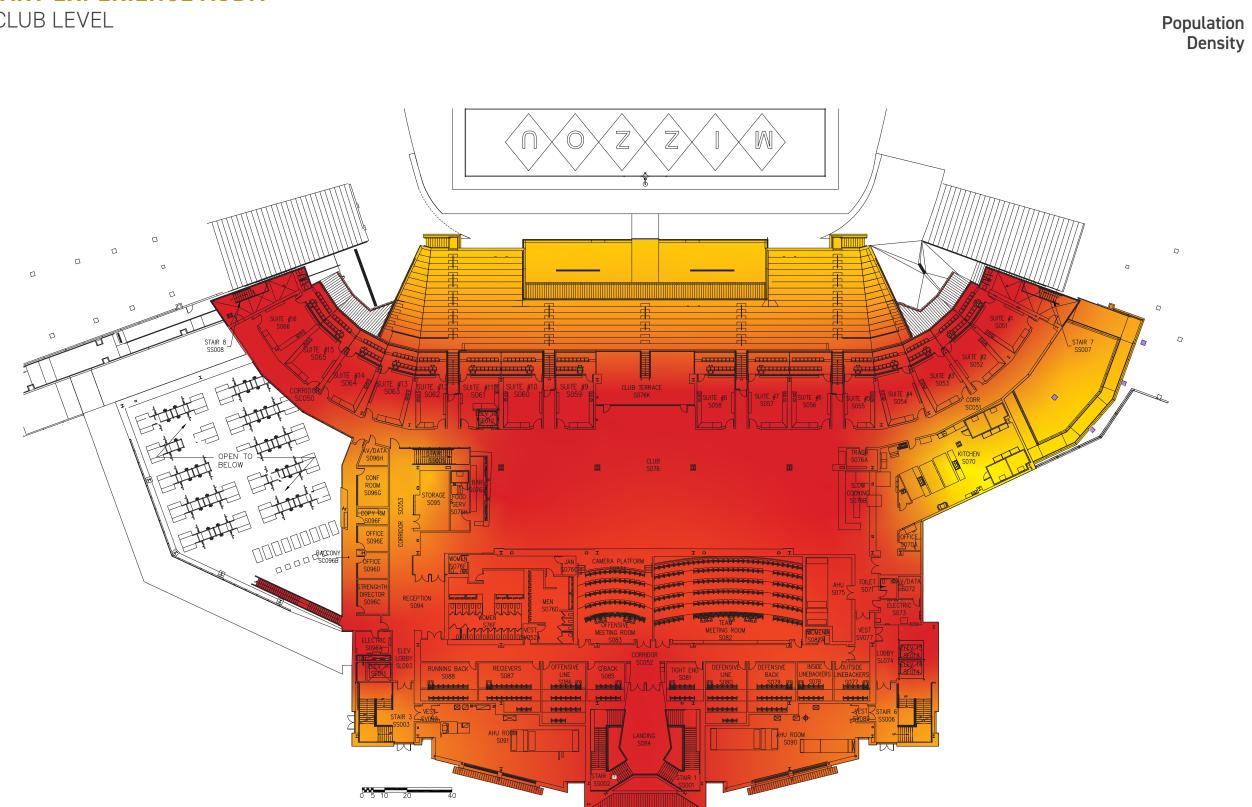


#### Population Density



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#### HEALTH SMART EXPERIENCE AUDIT HEAT MAP | CLUB LEVEL



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# **HEALTH SMART EXPERIENCE AUDIT VULNERABILITY MATRIX**



ACTIVITY

Detailed list of relevant spaces and activities in a given area

> ALSO INDICATES LEVEL OF VULNERABILITY AND WHO IS ACCOUNTABLE



**LEVEL OF FAN** CONCERN

The numbered color spectrum indicates level of fan concern related to risk factors — based on the MU specific fan survey



RISK FACTORS

Identifies possible spaces and activities that present notable levels of vulnerability



PHYSICAL **SOLUTIONS\*** 

Suggests possible physical changes from opening windows to adding signage



Suggests possible changes in process. From how tickets are processed to policies about capacity

**\*Suggested Solutions:** The Audit identifies a large range of solutions. MU may determine that some are unrealistic and others ineffective. The intent is to offer a rich diversity of ideas from which to fashion the best strategy.



MESSAGING **SOLUTIONS\*** 

Suggests possible language or subject matter that might influence behavior





#### **Sidewalks** VULNERABILITY: MEDIUM-HIGH

ACCOUNTABILITY: STADIUM/FANS

#### **Parking Lots**

VULNERABILITY: MEDIUM ACCOUNTABILITY: STADIUM/FANS

#### **Tailgate Parties**

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM/FANS



CONCERN

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- Queuing pregame
- Tailgating setup on sidewalk
- Dense foot traffic
- Tailgating setup on tarmac;
- Dense foot traffic
- Setups interfere with foot traffic
- Larger groups gather
- One Tailgate setup directly adjacent to another



- Signage and stanchions to direct queuing
- Signage aligning gate/section naming and parking lot naming
- Signage that defines tailgating locations



- Designate Tailgating location
- Assign entry times (SW airli approach)
- Control Parking entry and c cars to disperse traffic
- Designate parking closest to seating section
- Designate Tailgating location
- No side-by-side tailgating



ons	<ul> <li>Designate Tailgating locations</li> </ul>
lines	<ul> <li>Assign entry times (SW airlines approach)</li> </ul>
direct	<ul> <li>Park near your gate—Lot indicated on ticket</li> </ul>
to	<ul> <li>Social Distancing signage</li> </ul>
ons	<ul> <li>Care for others/in this together messaging</li> </ul>

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Gates VULNERABILITY: MEDIUM-HIGH ACCOUNTABILITY: STADIUM

**Entry queue VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

Doorways **VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

Ticket retrieval/ Scanning

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

#### Security check

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

# **STADIUM ENTRY/EXIT**



CONCERN

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- Population density High level of foot traffic in congested area
- Population density Anticipation to entry drives forward momentum and crowding
- Highest level of foot traffic in confined area;
- Increased touching of door and handles
- Interaction requires close proximity
- Population density Anticipation to entry drives forward momentum and crowding
- Proximity for interactions
- Increased touching of personal items, counter surfaces



- Signage indicating queue areas set back from gate
- Signage indicating queue areas set back from gate
- Position hand sanitizer stations along queues
- Stand doors open.
- Separate doors where possible to open up entry flow (change center doors to windows and outer windows to doors)
- Go ticketless
- Clearly define queuing areas to accommodate spreading out queues
- Set up security point outside of building and rope off from there to door to limit enclosed congestion areas



- Assign entry times and loca (SW airlines approach)
- Assign entry gates

- Designate entry and exit doors • Enter/Exit to your right where possible to avoid cross traffic
- Make stadium transactions can be accommodate touchless.
- Move up security point earlier so bag check happens along queue before entry into building



ations	• Use the gate closest to your seat.
	<ul> <li>indicated on fan ticket</li> </ul>

- Indicate entry gate on ticket
- Sanitize your hands before you enter

- Reminders about Social Distancing, Masks and Hand sanitizer
- Reminders about Social Distancing, Masks and Hand sanitizer





#### Lobbies/Queue

VULNERABILITY: HIGH ACCOUNTABILITY: STADIUM

#### Capacity/space confines **VULNERABILITY: HIGH**

ACCOUNTABILITY: STADIUM

#### Operation

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

# **ELEVATORS**



CONCERN

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- Close quarters
- Anticipation to entry drives forward crowding
- Entry and egress through same doors
- Limited access options
- Elevator physical capacity exceeds healthy space requirements
- Touching buttons,
- Multiple stops with multiple entry/ exits



- Define queue areas with signage
- Where possible designate Elevators for particular floor.
- Each elevator has one destination
- Add way-finding to direct to stair options
- Position hand sanitizer stations in lobbies
- Indicate health safer capacity on elevator exterior
- Station employee in elevator lobby to direct traffic and push buttons



- Where possible assign single floor destinations for each elevator
- Require face masks
- Indicate capacity limits

- Where possible assign single floor • Give people a reason to enter the destinations for each elevator stadium earlier
- Require face masks
- Designate certain elevator for • Give people a reason to enter the stadium earlier certain floors.



• Face masks required

• Use the stairs — it's better for everyone



Item transport to/ from kitchen/storage VULNERABILITY: MEDIUM-HIGH

ACCOUNTABILITY: FOOD SERVICE

Hallways & doorways

**VULNERABILITY: MEDIUM-HIGH** ACCOUNTABILITY: FOOD SERVICE

Food and other items

VULNERABILITY: MEDIUM-HIGH ACCOUNTABILITY: FOOD SERVICE

# **KITCHENS & STORAGE AREAS**



CONCERN

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- Servers allowed free range in kitchens and storage areas
- Lack of personal hygiene stations

• Locations have tight quarters and

much cross foot traffic

Unsealed packaging



- Hand washing and/or Hand sanitizer stations at all interaction points
- Glove disposal and new gloves station
- Service counters to separate staff and avoid direct hand-offs



- Separate servers from prepares
- Encourage a clockwise directional traffic flow wherever possible
- Stay to the right along halls and corridors
- Kitchen and storage staff to wear masks and gloves

- Hand washing and/or Hand sanitizer stations
- Assign one-way foot traffic where possible

- All food/utensils in covered/sealed packaging
- Direct food pass off Food should go from server to customer, not get passed from fan to fan until it arrives at customer



- Hand Washing and sanitizing reminders
- Face masks required
- Walk to the right reminders
- Kitchen/storage staff only reminders

- Walk to the right reminders
- Face masks required





Queuing **VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE

**Order/payment VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE

Destination

#### **Concessions VULNERABILITY: HIGH**

ACCOUNTABILITY: FOOD SERVICE

#### **Concessions adjacent** to entry/exits

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

#### Food+Drink pick up

**VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE

Condiments/utensils

**VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE

# **CONCOURSE CONCESSIONS**



CONCERN

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- Queue and concourse foot traffic share common space
- Transactions require proximity;
- Space for Queuing is shared by foot traffic in concourse
- Branded concessions that draw fans from other areas (Andy's)
- Distinctive food offerings only available at some locations localize traffic
- Population density,
- Cross Traffic
- Transactions require proximity and touching
- Queues to order mix with those waiting to pick-up orders
- High touch dispensers
- Crowding around self serve stations



- Define queue location with stanchions and signage
- Touchless payment method
- Pre-order from seat or before game – Payment linked to barcode on ticket
- Make offering universal at all concessions.
- Provide Fans one destination for all offerings
- Stanchions and signage to separate queues from foot traffic
- Separate order and fulfillment locations – Order at counter ends, receive food in center
- Adjust menu to eliminate need for condiments and utensils



- Separate order and pickup locations so that transaction handled separately
- Separate payment transact staff from food/drink
- Fulfillment distribution staf
- Make menu offering university all concessions
- Close concession directly ad to entry when traffic is high
- Separate order and fulfillme locations – Order at counte receive food in center
- Staff distributes condiments/ utensils with food/drink
- Entrees come with condiments



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sal at	• Reminders about Social Distancing
djacent nest	• Reminders about Social Distancing
ent er ends,	• Reminders about Social Distancing

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#### **Order/payment**

**VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE

Food+Drink pick up

**VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE

Table service **VULNERABILITY: MEDIUM** ACCOUNTABILITY: FOOD SERVICE

**Condiments/Utensils** 

**VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE

Seating **VULNERABILITY: HIGH** ACCOUNTABILITY: FOOD SERVICE





Queuing

CONCERN LEVEL

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- Transactions require proximity;
- Space for Queuing is shared by foot traffic in concourse
- Transactions require proximity and touching
- People waiting for orders share space with queues waiting to order
- Density of population
- Foot traffic
- Servers interacting with multiple customers
- High touch dispensers,
- Handling by server or crowding around self serve stations
- Table turnover,
- High touch surfaces;
- Density of adjacent tables



- Define queue location with stanchions and signage
- Touchless payment method
- Pre-order from seat or before game at time of ticket purchase-Order linked to barcode on ticket
- Decrease the number of tables
- Create traffic flow aisle so serves/ patron do not need to navigate between multiple tables to get to destination
- Adjust menu to limit need for condiments and utensils
- Decrease the number of chairs at each table
- Create traffic flow aisle so servers/patrons do not need to navigate between tables



- Move ordering to the table. No Reminders about Social queues results in less back and Distancing, Masks and Hand forth foot traffic sanitizer
- Separate payment transaction staff from food/drink fulfillment distribution staff
- Allow fans to reserve tables before games

Define table capacity



- Reminders about Social Distancing, Masks and Hand sanitizer

- Reminders about Social Distancing and Hand washing
- Reminders about Social Distancing, Masks and Hand sanitizer
- Indicate table capacity
- Reminders about Social Distancing, Masks and Hand sanitizer



**Foot Traffic** VULNERABILITY: HIGH ACCOUNTABILITY: **STADIUM** 

# **CONCOURSE & THOROUGHFARES**



CONCERN LEVEL

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- Fans going to and from: Concessions, restrooms, seats, stadium entry/exit;
- Constant cross foot traffic;
- Extremely high population density before and after game and halftime
- Navigation between floors relies heavily on elevators



- Position hand sanitizer stations along all corridors
- Directional signage
- Signage to indicate alternate route options



- Encourage a clockwise directional traffic flow wherever possible
- Stay to the right along halls and corridors



ectional ble sanitizer • Reminders about Social Distancing, Masks and Hand



**Open seating** VULNERABILITY: HIGH ACCOUNTABILITY: **STADIUM** 

Assigned seating VULNERABILITY: LOW ACCOUNTABILITY: STADIUM

Season ticket holder seating VULNERABILITY: XX

ACCOUNTABILITY: XX

Seat backs VULNERABILITY: MEDIUM ACCOUNTABILITY: STADIUM

**Traffic flow** VULNERABILITY: HIGH ACCOUNTABILITY: **STADIUM** 

# **BOWL & GENERAL STUDENT SEATING**



CONCERN

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 Population density without assigned seating



- Selected seats from previous years may lead to too much density this year
- Handling of rented seat backs creates touch points,
- Transaction to rent requires proximity
- Aisle and stairs force traffic flow density



 Close off alternating seating benches checkerboard style

Signage indicating closed

Pre-install seat backs. No game

Signage indicating one-way aisle/

time seat back rental

stairs/tunnels

seating areas



- Consider assigning seats or sections
- Define social distance by gr not individuals
- Sell groups of ticket (4) inst of individual tickets
- Assign seats so density is alleviated
- Adjust seat assignment so is alleviated
- Rotate game access. Holder can attend 50% of the game alternating attendance by adjacent seat holders.
- Pre-order and install seat b
- Sell seats with or without seat backs pre installed with no options to rent at game
- Designate one-way aisle/stairs/ tunnels

HEALTH SMART EXPERIENCE AUDIT | VULNERABILITY MATRIX



Reminders about Social Distancing

	and Masks
roup	
tead	
	<ul> <li>Reminders about Social Distancing and Masks</li> </ul>
density er nes.	<ul> <li>Reminders about Social Distancing and Masks</li> </ul>
back seat o options	<ul> <li>Reminders about Social Distancing, Masks and Hand sanitizer</li> </ul>

airs/ • Reminders about Social Distancing and Masks



#### **Restrooms (2 door)**

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

# **RESTROOMS (2 DOOR)**



- Queuing to enter & inside
- Traffic flow

CONCERN

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- Population Density
- Touch operated facilities
- Stall handles and surfaces



- Clear indicate entry and exit doors
- Define queue location with stanchions and signage
- Switch to all touchless controls
- Replace air dryers with touchless paper dispensers\*
- Stand doors open
- In Mens restroom Close off a portion of all urinals to force distancing
- Put lids on toilets and signage indicating lid should be down when flushing
- One soap dispenser for each sink
- Visual 20 second timer starts when soap is dispensed
- Close off alternate sinks



- Confine all queuing to the exterior
- Restroom attendant to guide queuing, Entry, exit

254 colonies of bacteria."



- Reminders about Social Distancing, Masks and Hand sanitizer
- Wash hands for 20 seconds

\* Air dryers draw air from the environment, heat it up and spread that air back onto the hands of users. "Petri dishes exposed to bathroom air for two minutes with hand dryers off, grew no more than one colony of bacteria. Petri dishes exposed to hot hand-dryer air for 30 seconds grew up to





#### **Restrooms (1 door)**

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM



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- Queuing to enter & inside,
- Traffic flow,
- Cross Traffic,
- Door congestion,
- Population Density,
- Touch operated facilities



- Define queue location with stanchions and signage
- Switch to all touchless controls
- Replace air dryers with touchless paper dispensers\*
- Stand doors open
- In Mens restroom Close off a portion of all urinals to force distancing
- Put lids on toilets and signage indicating lid should be down when flushing
- One soap dispenser for each sink
- Visual 20 second timer starts when soap is dispensed
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**Interior suites** seating/capacity VULNERABILITY: HIGH

ACCOUNTABILITY: SUITE OWNER

**Food Service** 

**VULNERABILITY: HIGH** ACCOUNTABILITY: SUITE OWNER/ FOOD SERVICE

**Amenities** 

**VULNERABILITY: HIGH** ACCOUNTABILITY: SUITE OWNER

# **SUITES**



CONCERN

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- Physical capacity exceeds healthy space requirements
- Enclosed space
- Single entry/exit
- No access management

- Buffet style common serving dishes
- Condiments/utensils

- TV screens and remote control
- Common counters
- Unassigned seating
- Blankets



- Open all windows
- Sanitizer dispenser at entry
- Install ventilated interior doors
- Decrease number of movable chairs
- Install touchless soap and paper towel dispensers by sinks



- Suggest limiting capacity
- Discourage guests visiting c suites

- Focus on Suite service for for drinks. Minimize bar service
- Adjust menu to offer more individual serving options
- Adjust menu to limit need for condiments and utensils
- Provide utensils in sealed packages
- Wall mount controls to limit handling remotes
- Provide sanitizer wipe dispenser
- Offer dry-cleaning services for blankets and similar items
- Decrease number of movable chairs

 Focus on Suite service for food/ drinks. Minimize bar service



other	<ul> <li>Reminders about Social Distancing, Masks and Hand sanitizer</li> </ul>
	• Wash hands for 20 seconds
	<ul> <li>We care about your health and strongly suggest following recommended CDC health guidelines in your suite"</li> </ul>
ood/ e	<ul> <li>Reminders about Social Distancing, Masks and Hand sanitizer</li> </ul>
	$\cdot$ Wash hands for 20 seconds

- Reminders about Social Distancing, Masks and Hand sanitizer
- Wash hands for 20 seconds





#### Hallways & doorways

**VULNERABILITY: HIGH** ACCOUNTABILITY: **STADIUM** 

#### **Elevator Lobbies**

**VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

Bars **VULNERABILITY: HIGH** ACCOUNTABILITY: STADIUM

# SUITE COMMON AREAS

- **RISK**  $\wedge$ FACTORS
- Tight Quarters

CONCERN

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- Cross Traffic
- Congested entry & exit points
- Queuing for Elevators
- Cross traffic

- Transactions require proximity and touching
- People waiting for orders share space with queues waiting to order
- Enclosed spaces



- Hand washing and/or Hand sanitizer stations at multiple locations
- Define queue areas with signage
- Where possible designate Elevators for particular floor.
- Each elevator has one destination
- Add way-finding to direct to stair options
- Position hand sanitizer stations in lobbies
- Designate order locations
- Limit seating capacity
- Touchless payment method
- Pre-order from seat or before game at time of ticket purchase-
- Order linked to barcode on ticket or wristband
- Open windows and stand doors open where possible



- Assign one-way foot traffic where Reminders about Social possible Distancing, Masks and Hand sanitizer
- Where possible assign single floor • Face masks required destinations for each elevator • Encourage use of stairs
- Require face masks
- Indicate capacity limits

- Reminders about Social drinks. Minimize bar service Distancing, Masks and Hand sanitizer
- Focus on Suite service for food/ Separate payment transaction staff from food/drink
- Fulfillment distribution staff
- Make menu offering universal at all bars







#### Hallways & doorways

VULNERABILITY: HIGH ACCOUNTABILITY: STADIUM

**Elevator Lobbies** 

VULNERABILITY: HIGH ACCOUNTABILITY: STADIUM

Media Suite VULNERABILITY: HIGH ACCOUNTABILITY: STADIUM





Tight Quarters

CONCERN

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- Cross Traffic
- Congested entry & exit points

Physical capacity exceeds healthy

space requirements

Enclosed space

• Tight aisles

- Queuing for Elevators
- Cross traffic



- Hand washing and/or Hand sanitizer stations at multiple locations
- $\cdot\,$  Define queue areas with signage
- Where possible designate Elevators for particular floor.
- $\cdot\,$  Each elevator has one destination
- Add way-finding to direct to stair options
- Position hand sanitizer stations in lobbies
- Remove seats
- Way finding entry exit and one-way traffic flow



- Assign one-way foot traffic where possible
   Reminders about Social Distancing, Masks and Hand sanitizer
- Where possible assign single floor destinations for each elevator
   Face masks required
   Encourage use of stairs
- Require face masks
- Indicate capacity limits

 Limit available in-suite seating to each media venue
 Reminders about directions (oneway), Masks and Hand sanitizer



# FAN JOURNEY RECOMMENDATIONS



#### **HEALTH SMART EXPERIENCE AUDIT AUDIENCES**

#### **STUDENT**



#### **BRENNA**

LOVES Mizzou football: some of her most fond college memories are home game Saturdays. It's her senior year so she doesn't want to miss out, but is concerned about her health and safety in the large crowds.

#### **Top Issues**

- Fans won't take the health and safety standards seriously and how the University will enforce any new rules.
- How this will affect the memories of her senior year.

#### **SEASON TICKET HOLDERS**



#### SAM & ZACH

Bleed yellow and black: they're all in. It's where they met and they'll stick by their team through it all. They're professional tailgaters -pandemic or not, nothing is going to get in their way of having a good time.

#### **Top Issues**

- Game day still feels like game day -- seeing the empty stadiums on ESPN is a real bummer.
- Will the new health safety standards increase the time it takes to get into the stadium?

#### **PREMIUM TICKET** HOLDERS



#### **KENNY & LAUREN**

Cherish their school and are proud suite holders. Time spent in Columbia has been a major component of their family for decades. Before stepping foot on stadium grounds, they expect proper precautions and updated health and safety standards have been put in place.

#### **Top Issues**

- Other fans will ignore health and safety guidelines, especially while tailgating.
- Close quarters in and around the stadium/suites.



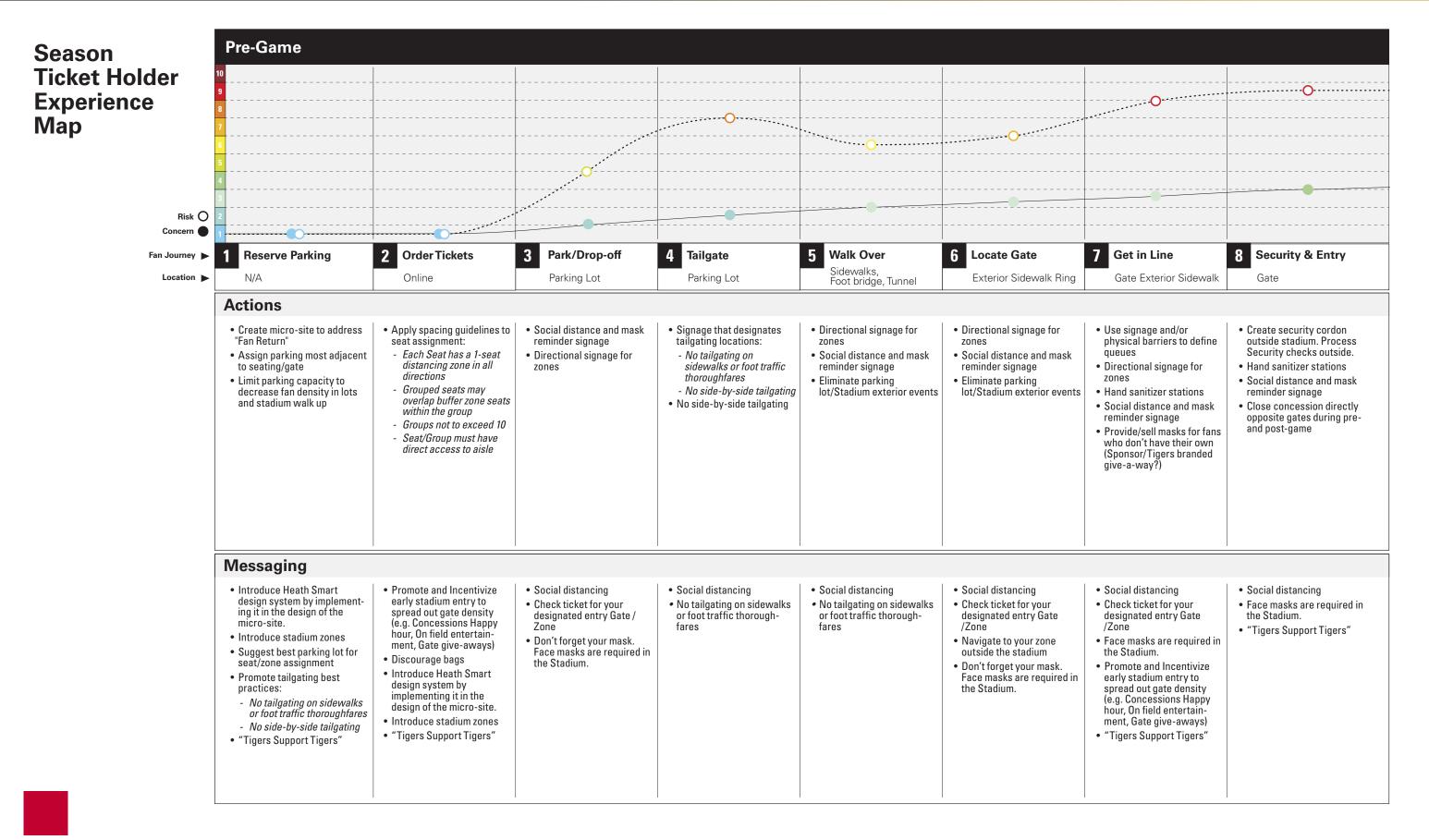
#### **ADDITIONAL GROUPS**

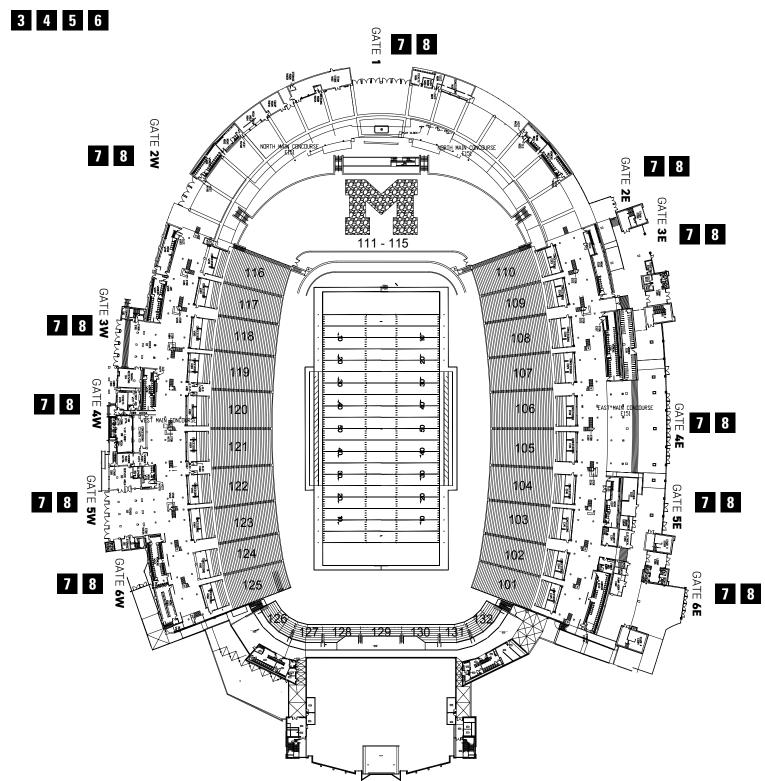
- Media
- Team and Stadium Staff
- Levy Employees





#### **HEALTH SMART EXPERIENCE AUDIT ACTION + MESSAGE RECOMMENDATIONS**

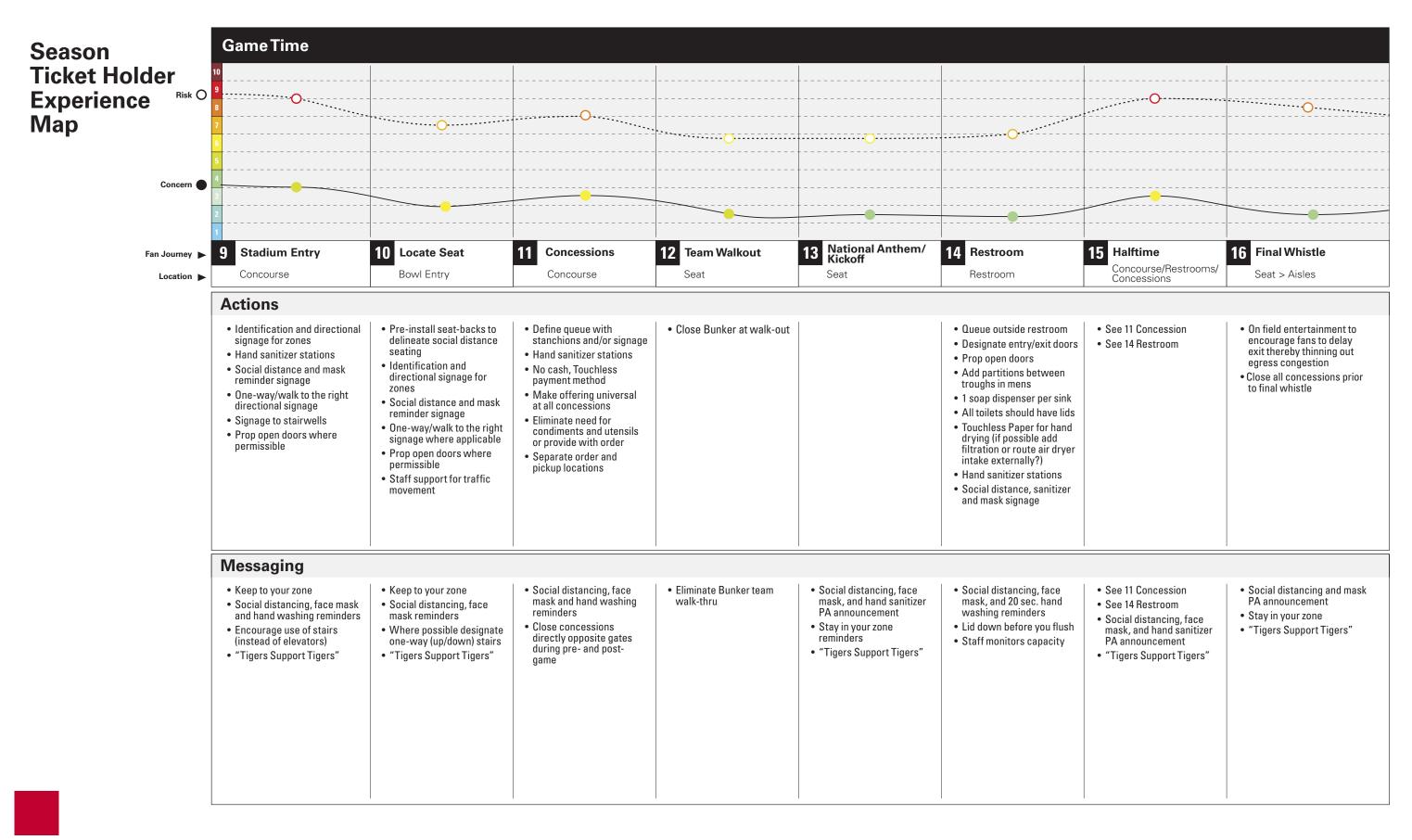


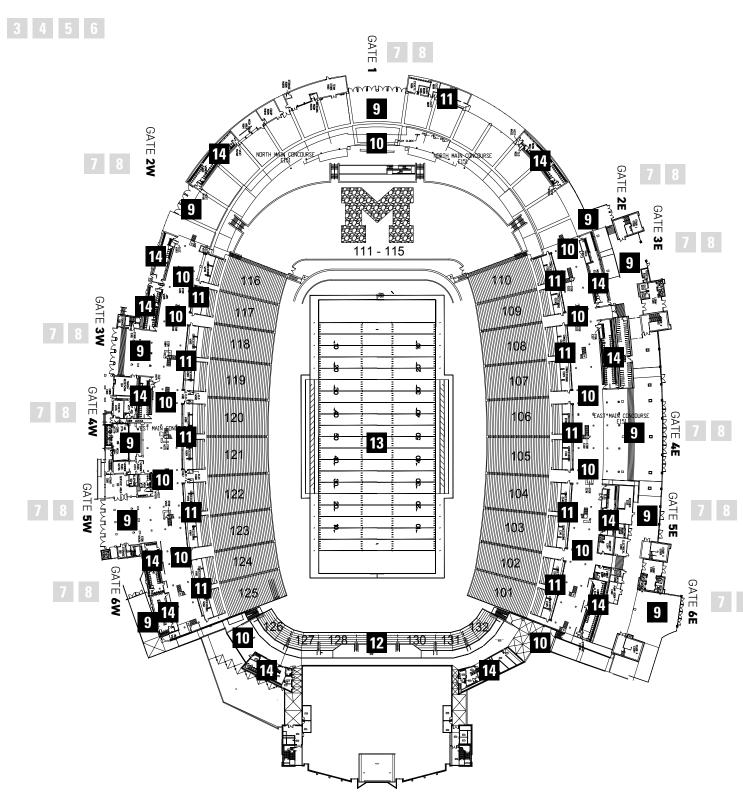


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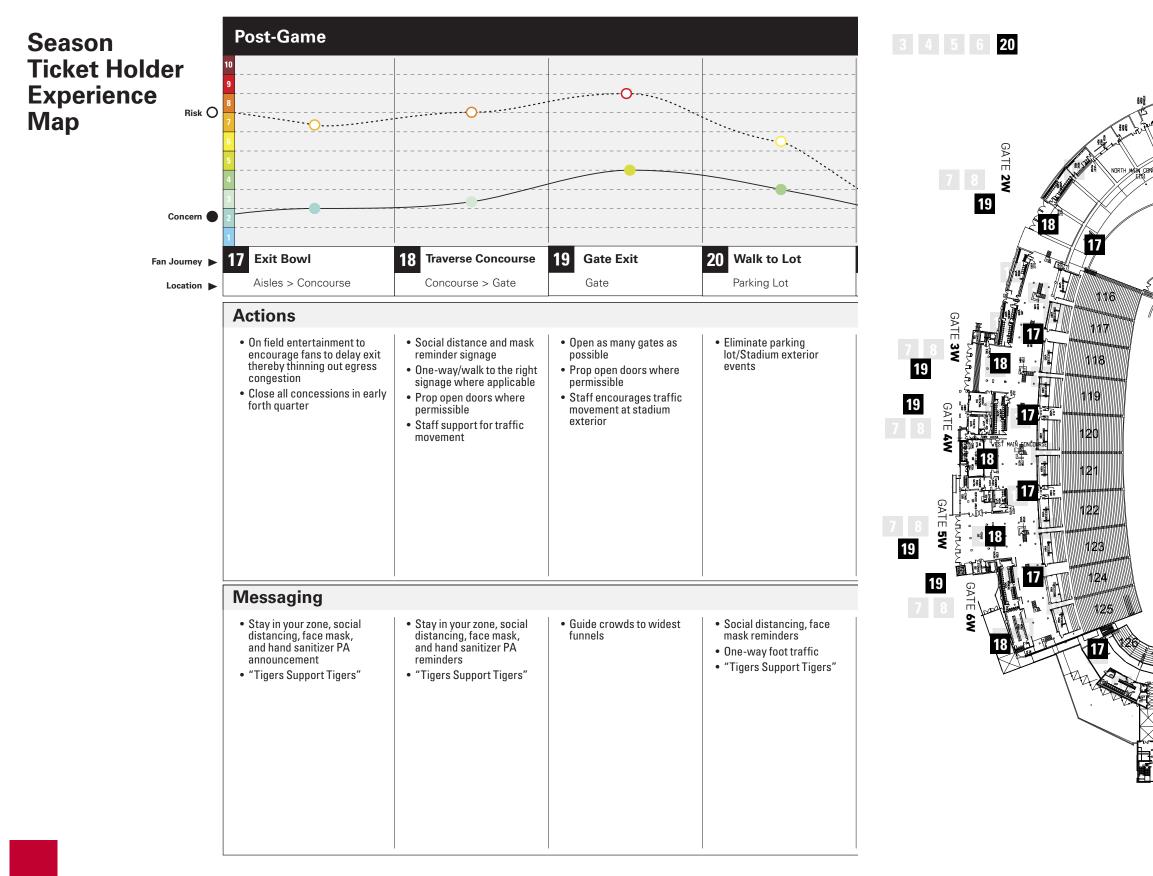
#### **HEALTH SMART EXPERIENCE AUDIT ACTION + MESSAGE RECOMMENDATIONS**

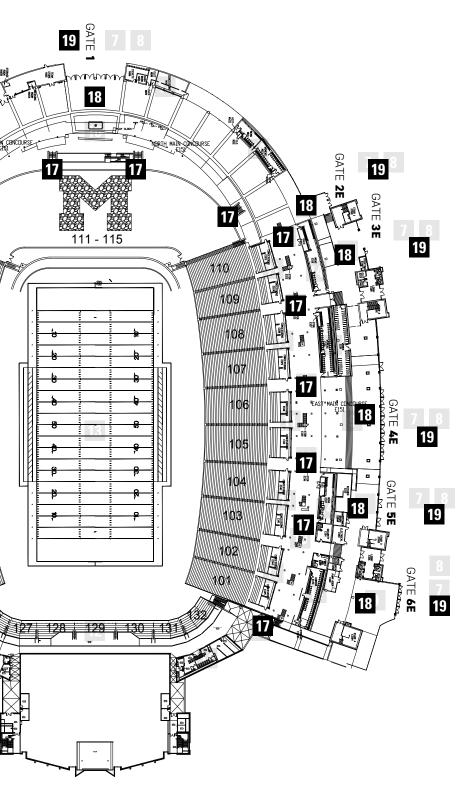




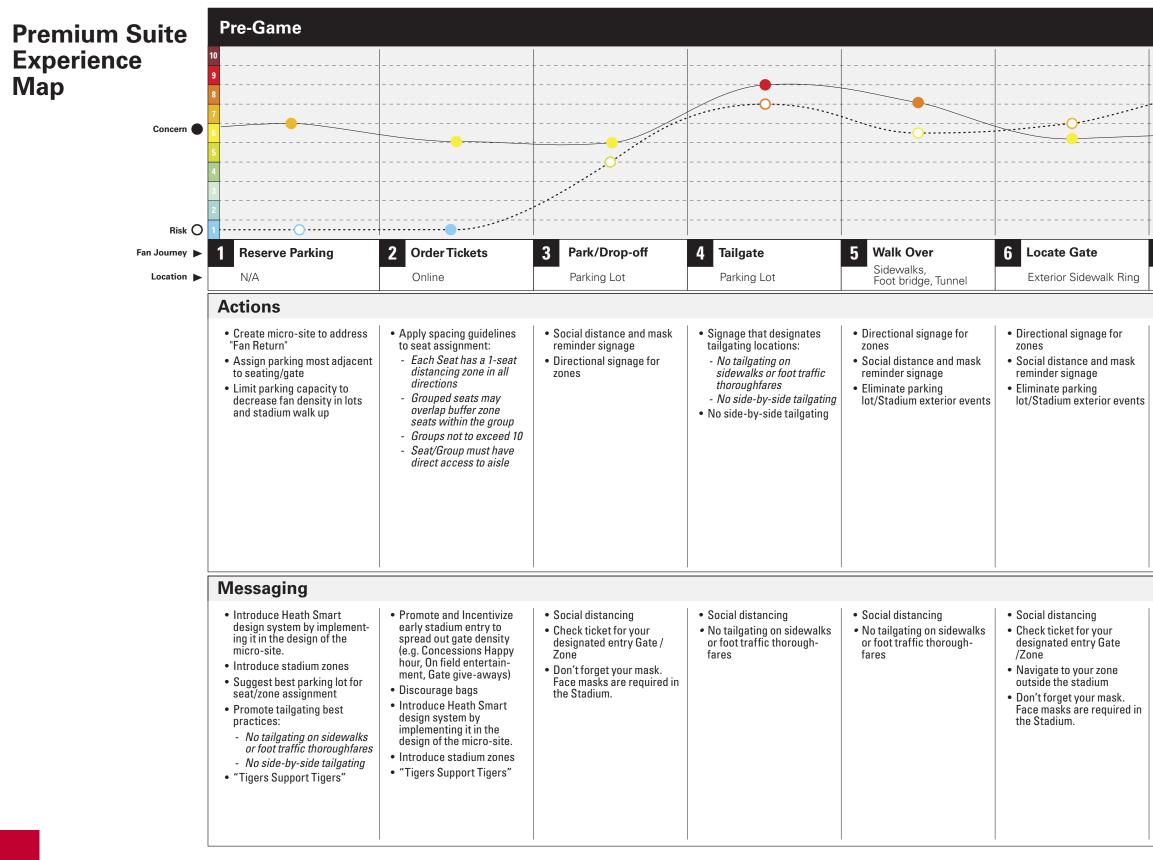


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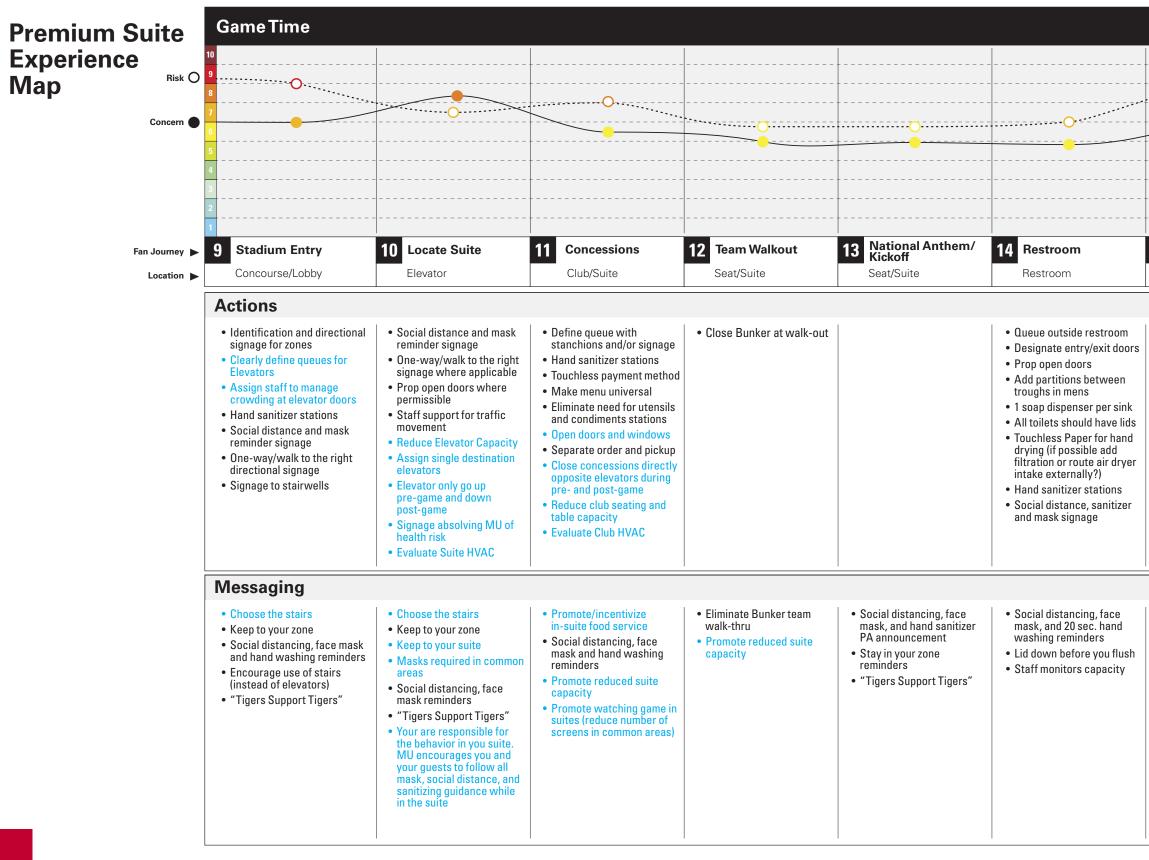


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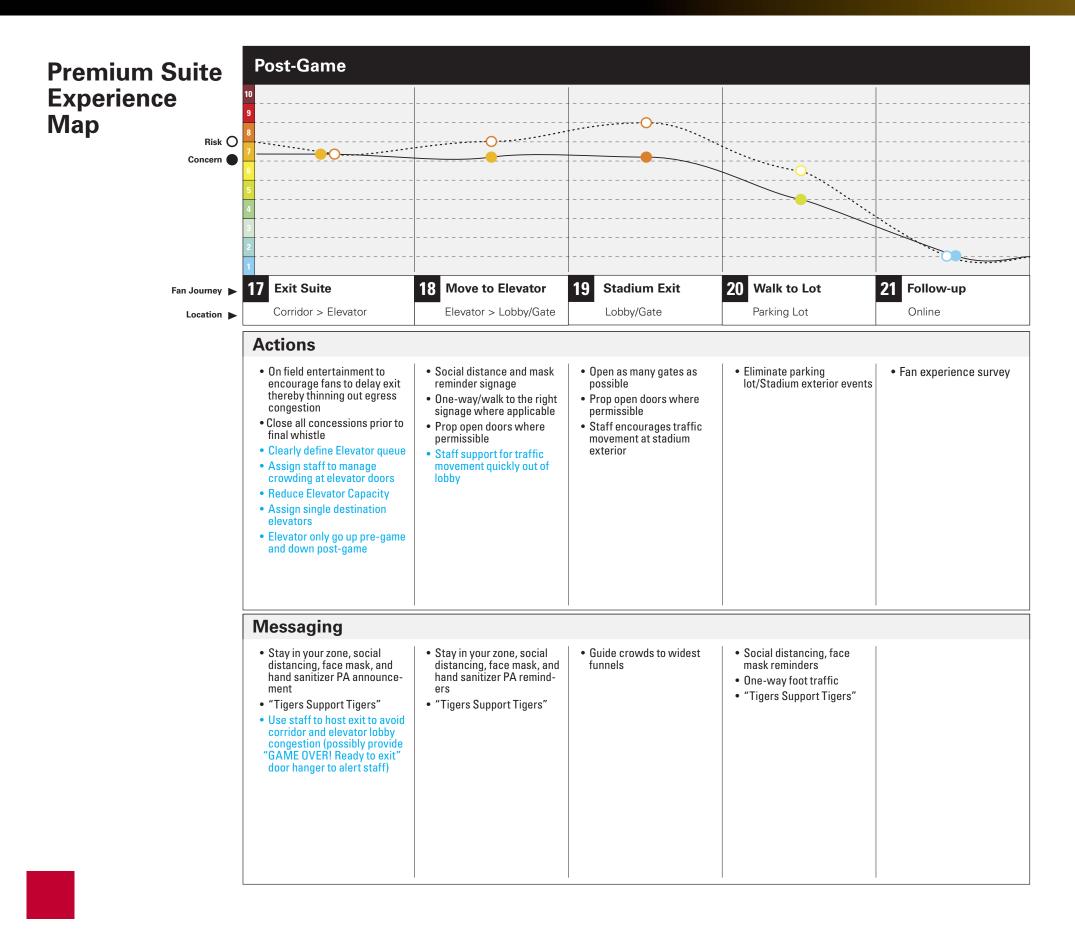
	······
7 Get in Line	8 Security & Entry
Gate Exterior Sidewalk	Gate
<ul> <li>Use signage and/or physical barriers to define queues</li> <li>Directional signage for zones</li> <li>Hand sanitizer stations</li> <li>Social distance and mask reminder signage</li> <li>Provide/sell masks for fans who don't have their own (Sponsor/Tigers branded give-a-way?)</li> </ul>	<ul> <li>Create security cordon outside stadium. Process Security checks outside.</li> <li>Hand sanitizer stations</li> <li>Social distance and mask reminder signage</li> <li>Close concession directly opposite gates during pre- and post-game</li> </ul>
<ul> <li>Social distancing</li> <li>Check ticket for your designated entry Gate /Zone</li> <li>Face masks are required in the Stadium.</li> <li>Promote and Incentivize early stadium entry to spread out gate density (e.g. Concessions Happy hour, On field entertain- ment, Gate give-aways)</li> <li>"Tigers Support Tigers"</li> </ul>	<ul> <li>Social distancing</li> <li>Face masks are required in the Stadium.</li> <li>"Tigers Support Tigers"</li> </ul>

40



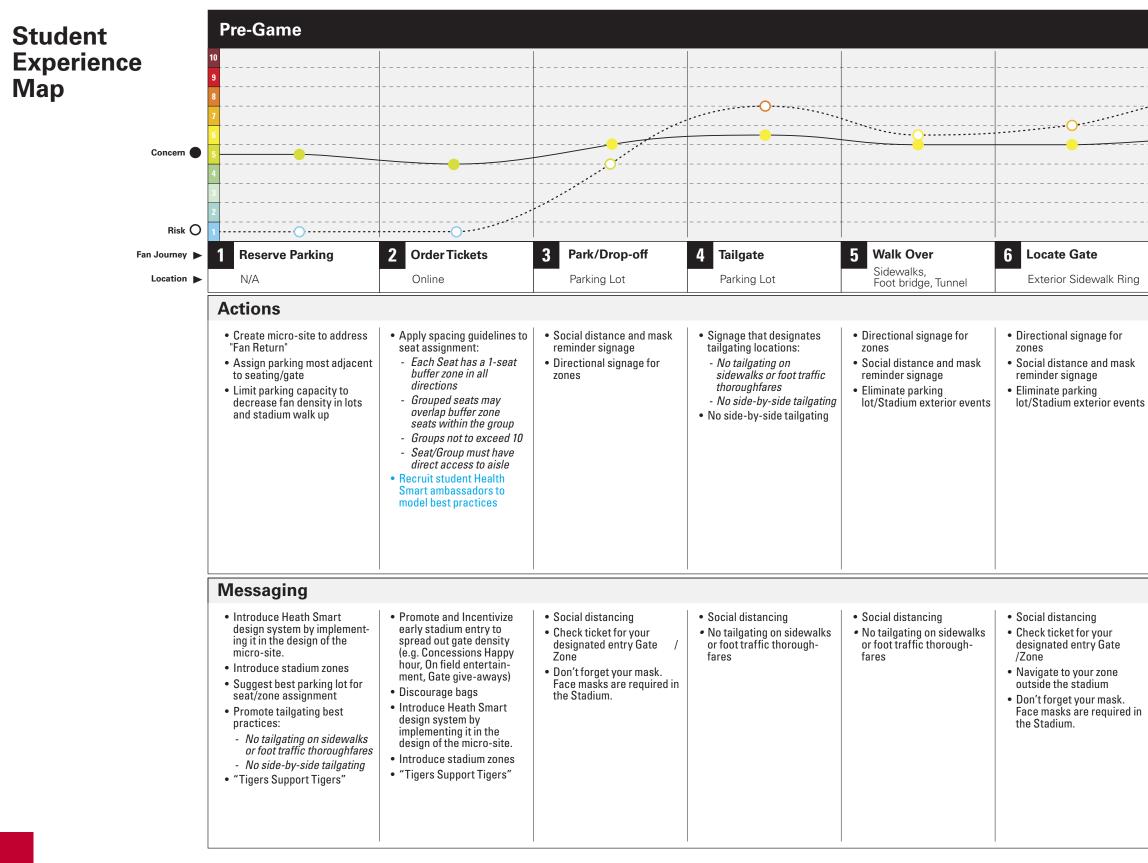
	 O
15 Halftime Lobby/Corridor/Clubs/	16 Final Whistle Suite/Seat > Corridor
Concessions/Restroom	
<ul> <li>See 11 Concession</li> <li>See 14 Restroom</li> <li>Assign staff to manage crowding at elevator doors</li> <li>Reduce club seating and table capacity</li> <li>Assign staff to frequently sanitize common seating areas, tables, remote controls</li> <li>Reduce number of screens in common areas to promote return to suites</li> </ul>	<ul> <li>On field entertainment to encourage fans to delay exit thereby thinning out egress congestion</li> <li>Close all concessions/bars prior to final whistle</li> </ul>
<ul> <li>See 11 Concession</li> <li>See 14 Restroom</li> <li>Promote/incentivize in-suite food service</li> <li>Social distancing, face mask, and hand sanitizer PA announcement</li> <li>"Tigers Support Tigers"</li> </ul>	<ul> <li>Social distancing and mask PA announcement</li> <li>Stay in your zone</li> <li>"Tigers Support Tigers"</li> <li>Use staff to host exit to avoid corridor and elevator lobby congestion (possibly provide "GAME OVER! Ready to exit" door hanger to alert staff)</li> </ul>

41

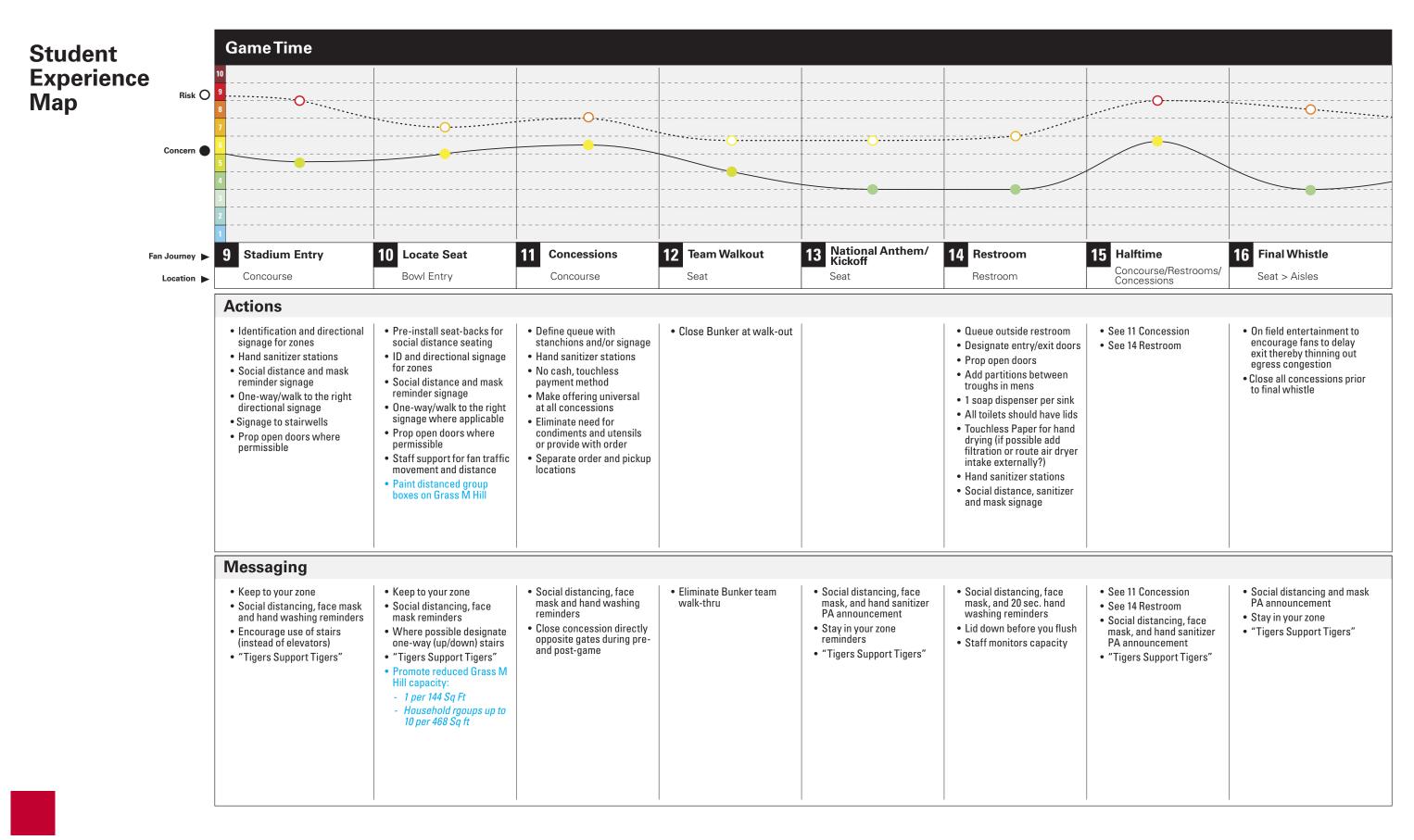


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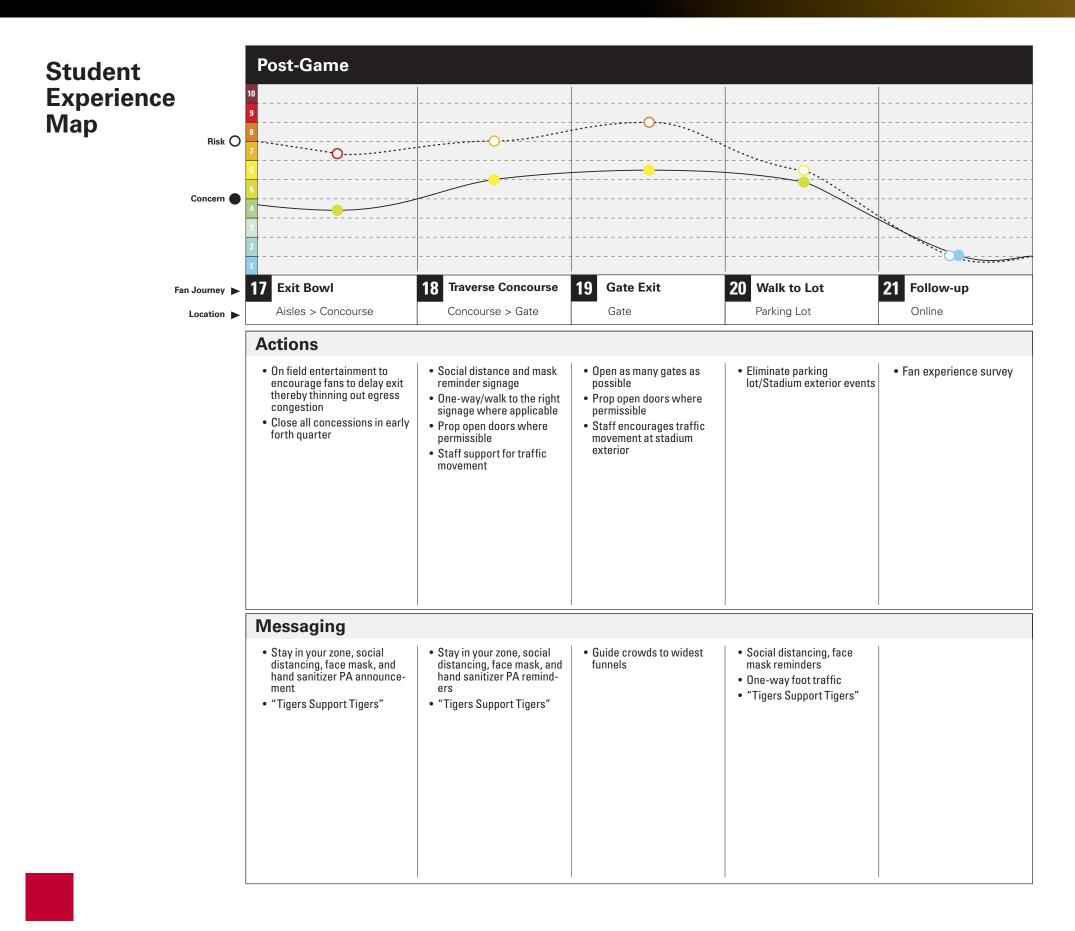
42



7 Get in Line	8 Security & Entry	
Gate Exterior Sidewalk	Gate	
<ul> <li>Use signage and/or physical barriers to define queues</li> <li>Directional signage for zones</li> <li>Hand sanitizer stations</li> <li>Social distance and mask reminder signage</li> <li>Provide/sell masks for fans who don't have their own (Sponsor/Tigers branded give-a-way?)</li> </ul>	<ul> <li>Create security cordon outside stadium. Process Security checks outside.</li> <li>Hand sanitizer stations</li> <li>Social distance and mask reminder signage</li> <li>Close concession directly opposite gates during pre- and post-game</li> </ul>	
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# CAPACITY GUDDELINES

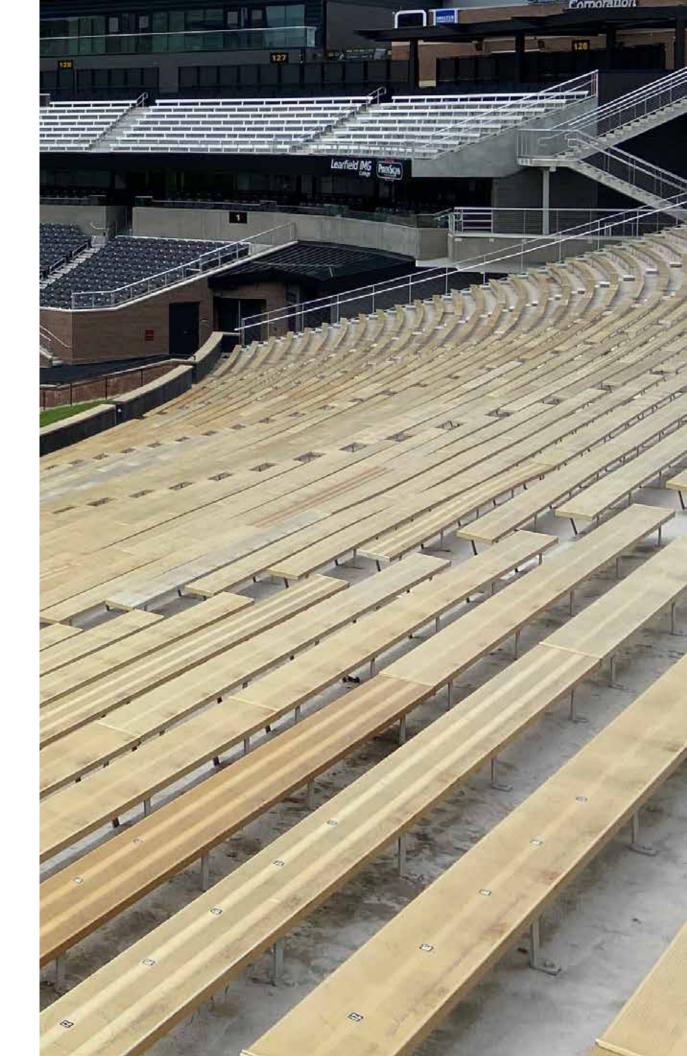
91



## HEALTH SMART EXPERIENCE SOLUTIONS CAPACITY | GENERAL GUIDELINES

- Reduce total stadium capacity to a total that allows for proper social distancing behavior. Estimated to be around 25%.
- Require face masks
- Social distancing\* between individuals and/or household Groups are designated as "household" to indicate that members of the group have agreed to forgo social distancing
- Groups to have direct aisle access wherever possible
- Groups can not exceed 10 members
- In bowl seating will have indicators to define approved socially distanced seating area
- Grass "M" Hill socially distanced\* areas will be defined with outlined squares painted on the grass
- Common areas: fans to abide by social distancing\* guidelines and to not linger for more than 14 minutes. Signage should be clearly visible.

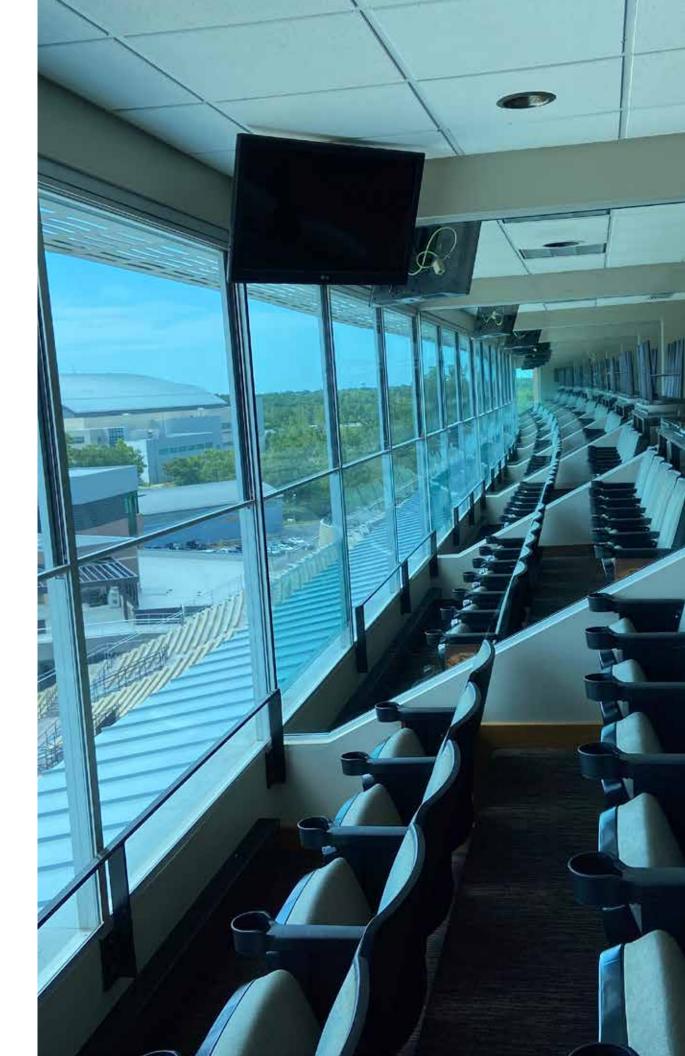
\* Social Distancing is also known as Physical Distancing and is defined as staying at least 6 feet from other people who are not from your household in both indoor and outdoor spaces.

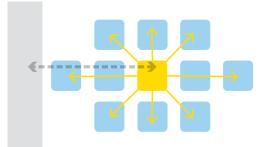


## MU FOOTBALL INTERNAL PREMIUM CAPACITY GOALS

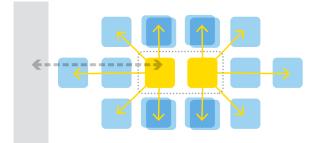
- West Side Suites: 83% Capacity Remove the 4 SROs they receive
- West Side Loge: 100% Capacity Construct temporary wall between each loge box that doesn't allow for social distancing\*
- West Side Tiger Lounge: 35-38% Capacity Managing the selection process by hand and allowing up to 8-10 multi-account group seating, could allow for an increase in capacity
- East Side Club Walsworth Family Columns Club: 35-38% Capacity Managing the selection process by hand and allowing up to 8-10 multi-account group seating, could allow for an increase in capacity
- South Endzone Suites: 80% Capacity Remove the 4 SROs they receive. We will also be constructing temporary walls between the outdoor suite seats
- South Endzone Club: 35-38% Capacity Managing the selection process by hand and allowing up to 8-10 multi-account group seating, could allow for an increase in capacity
- **Outdoor West and East Stands:** 18-22% Capacity Managing the selection process by hand and allowing up to 8-10 multi-account group seating, could allow for an increase in capacity
- Hill and Bunker Club TBD

\* Social Distancing is also known as Physical Distancing and is defined as staying at least 6 feet from other people who are not from your household in both indoor and outdoor spaces.

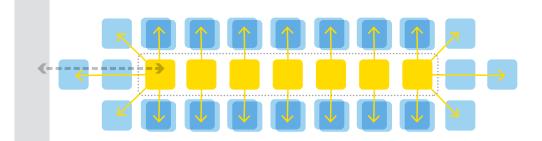




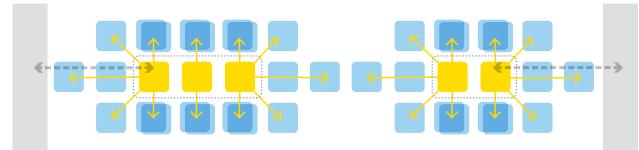
Single seat with access to aisle Each individual seat includes 10 buffer seats.



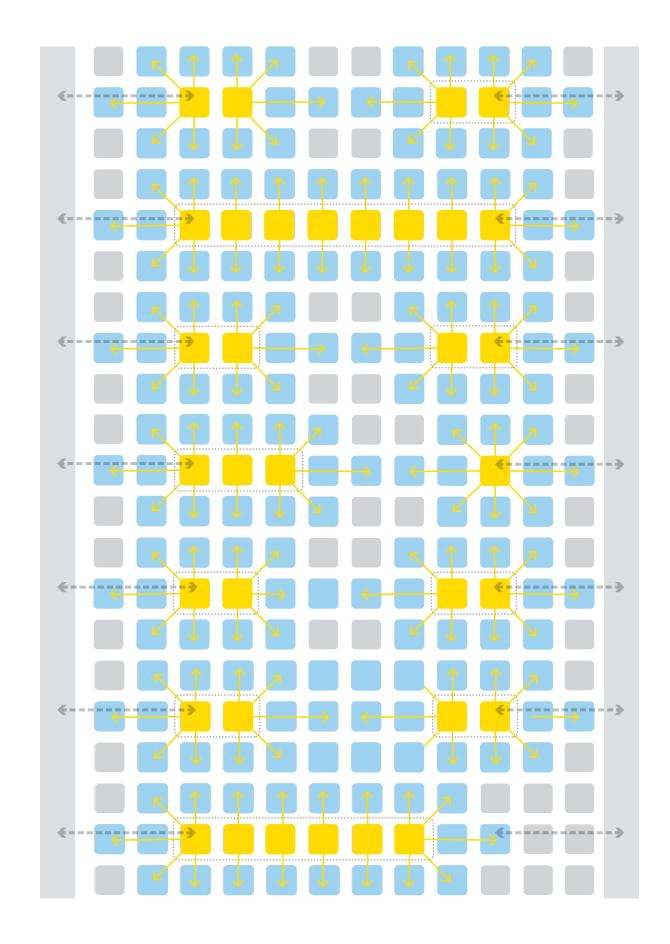
Small household group with access to aisle Each member of the same household group may overlap their buffer seats

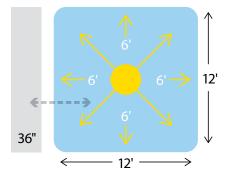


Large household Group (Up to 10) with access to aisle

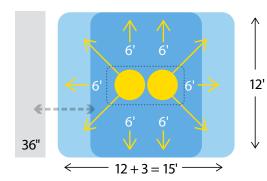


Household groups may not overlap buffer seats of adjacent seats/groups. Each group requires it's own access to aisle

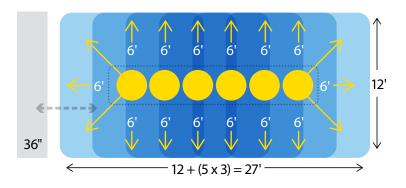




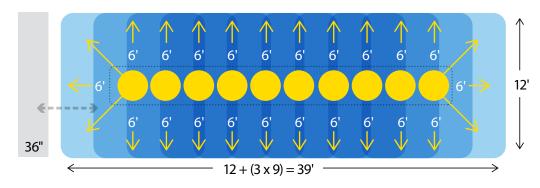
6 foot buffer zone population density. 1 person per 144 Sq Ft. Each person / household group must have direct aisle access



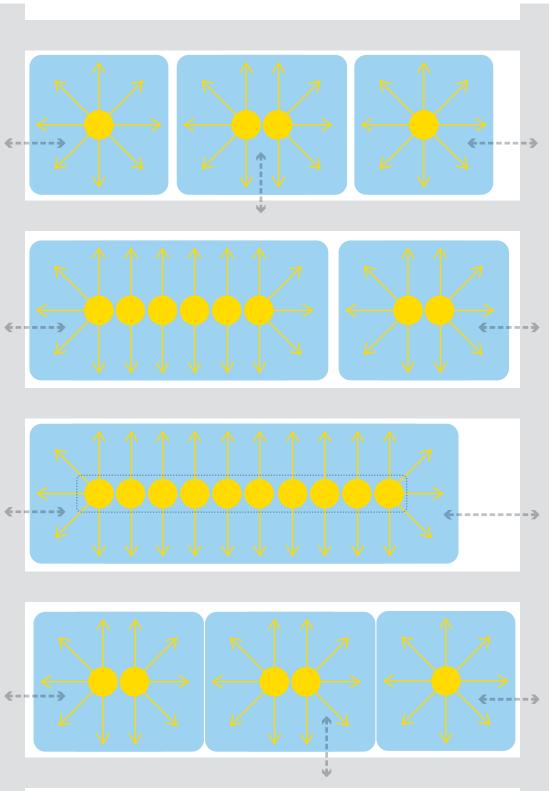
6 foot buffer zone population density. Household group of 2 per 180 Sq Ft. (+ 3'/person) Each member of the same group may overlap their buffer zone

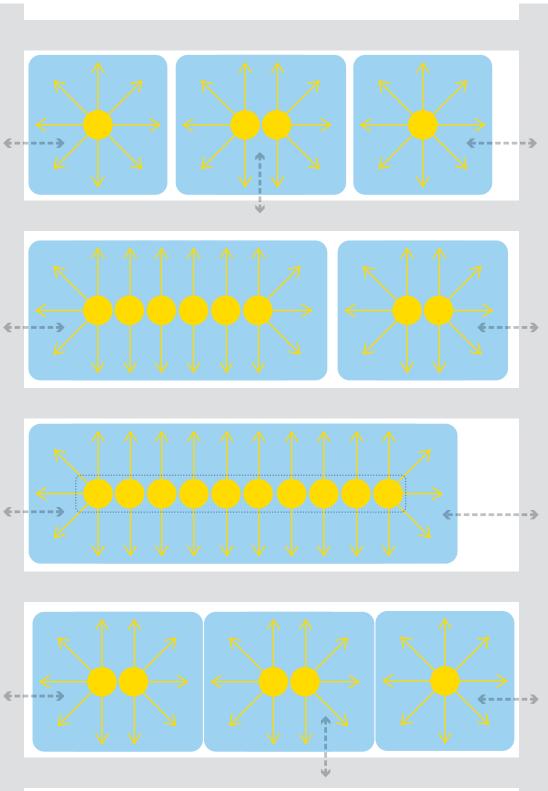


6 foot buffer zone population density. household group of 6 per 324 Sq Ft. (+ 3'/person) Each member of the same group may overlap their buffer zone



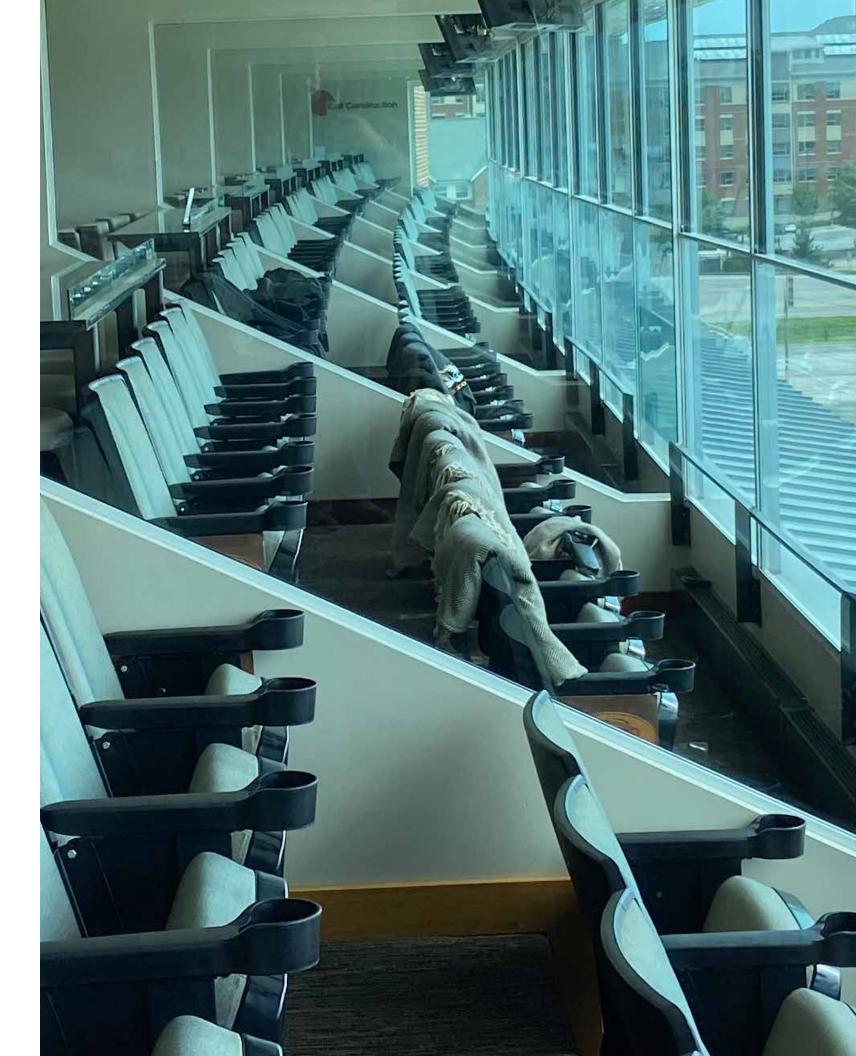
Maximum household group size not to exceed 10. Group of 10 per 468 Sq Ft. (+ 3'/person)





## HEALTH SMART EXPERIENCE SOLUTIONS CAPACITY | PREMIUM SEATING STRATEGY

- Open all windows where possible
- Sanitizer dispenser at entry
- Install ventilated interior doors if possible
- Decrease number of movable chairs
- Suites may govern their own capacity but health smart capacity recommendations will be posted
- Install touchless soap and paper towel dispensers by sinks where possible
- Prohibit guests visiting other suites
- Focus on Suite in-service for food/drinks. Minimize bar service
- Assign one-way foot traffic where possible
- Exterior premium seating areas (e.g. Loge) will be partitioned from adjacent areas



# HEALTH SMART DESIGN SYSTEM





## HEALTH SMART EXPERIENCE AUDIT | IMPLEMENTATION



Hi there. It's good to see you again. Let's all engage in social distancing and good health practices. Our yellow signs are here to help.

National Instruments

- MAINTAIN CONSISTENT VISUAL CUES THROUGH SHAPE
- SEEK OPPORTUNITIES TO CUSTOMIZE WITH FOOTBALL THEMING
- CONSIDER OPTION TO USE ONE, HIGH VISIBILITY COLOR TO HIGHLIGHT COVID-19 SIGNAGE FROM OTHER MESSAGING

## HEALTH SMART SUPPLEMENTAL SIGNAGE

#### LAYOUTS







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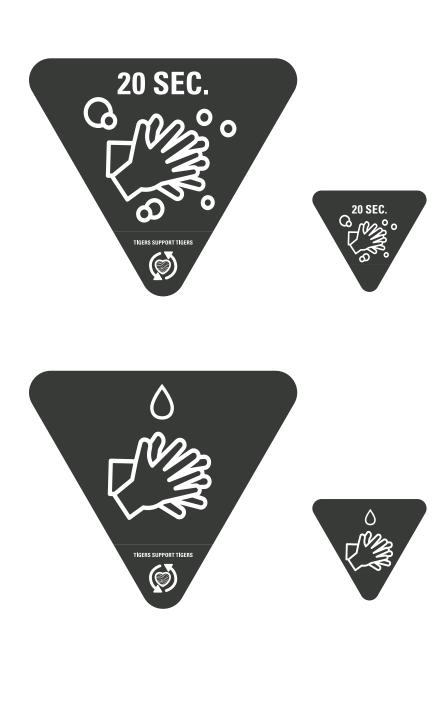
- MORE PERMANENT INSTALLATIONS SHOULD CLEARLY TIE TO THE BUILDING SIGNAGE AND MATERIALITY
- PROVIDING PRACTICAL, ON-BRAND AND ACCESSIBLE SOLUTIONS TO HYGIENE DIRECTIVES WILL INCREASE PARTICIPATION

## **HEALTH SMART PRACTICAL OPTIONS**

#### HAND SANITIZER STATION CONCEPT







## **HEALTH SMART EXPERIENCE AUDIT**

55

- HEALTH SMART MESSAGING SHOULD START AT THE FIRST POINT OF CONTACT
- ESTABLISH MESSAGING DESIGN SYSTEM EARLY SO FANS KNOW WHAT TO LOOK FOR AT GAME TIME
- TONE SHOULD BE AFFIRMATIVE NOT RESTRICTIVE. "WE'RE IN THIS TOGETHER." "WE CAN DO THIS!"

## **HEALTH SMART ONLINE SUPPORT**





## THE TIGERS BACK

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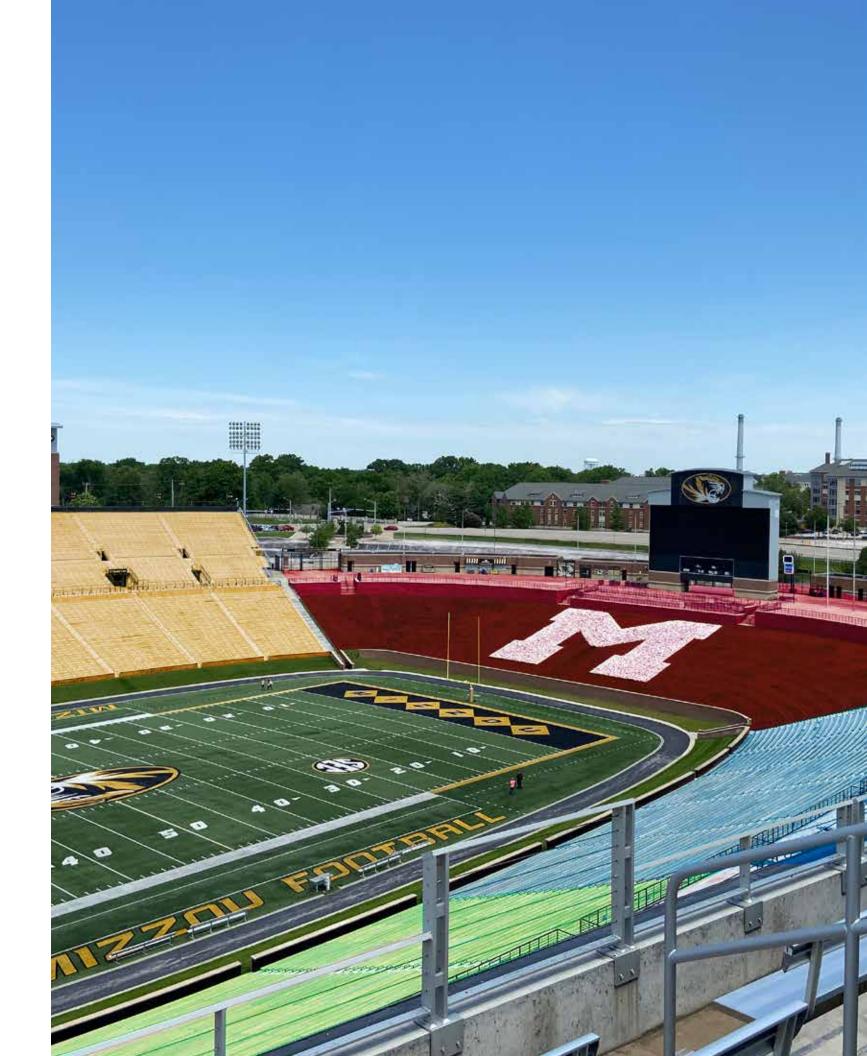
# SEPARATION ZONES

1



## HEALTH SMART EXPERIENCE SOLUTIONSSOLUTIONSSEPARATION ZONES

- Isolate sections into groups with color-coded supplemental temporary signage and pre-game communications
- Maintain appropriate population density within each section through ticketing
- Prevent "clustering," control traffic flow between seats and amenities, avoid "cross-contamination"
- Create a basis for contact tracing, should the need arise
- Require fans to enter the stadium through their assigned gate



- UNIQUE SYSTEM SEPARATE FROM EXISTING
   WAYFINDING
- COLOR-CODED WITH CORRESPONDING ZONE
   IDENTIFICATION
- TEMPORARY, REMOVABLE, AND COST-EFFICIENT
- HIGHLY-LEGIBLE
- VISUALLY CONSISTENT

## **ZONE MARKERS**

CONCOURSE LEVEL

()



EAST SIDE PREMIUM





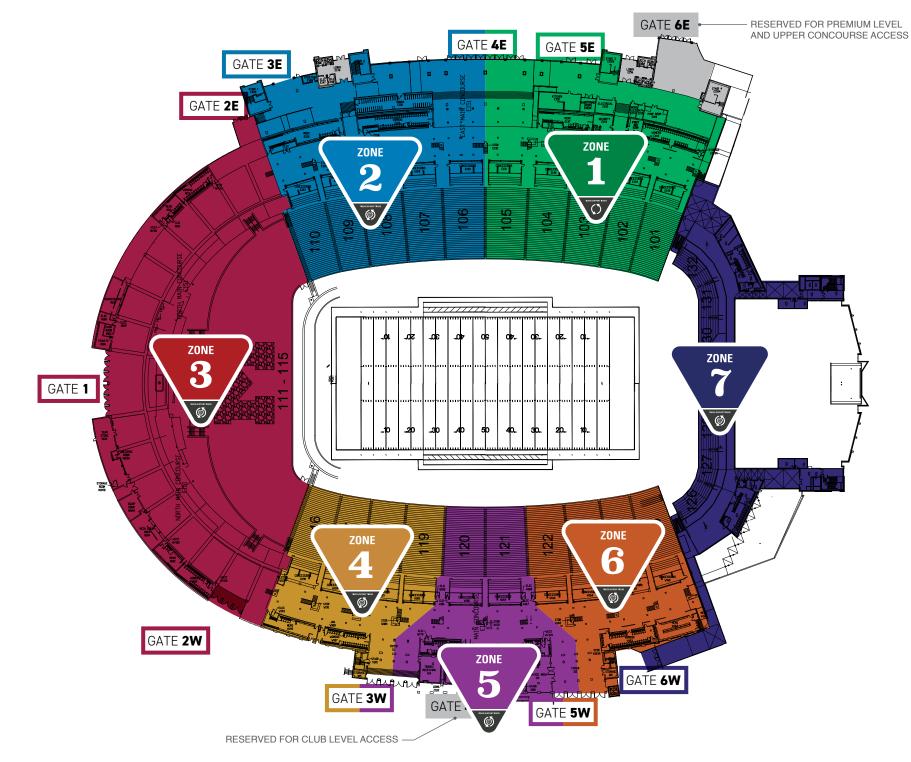
**UPPER CONCOURSE** 

EAST SIDE

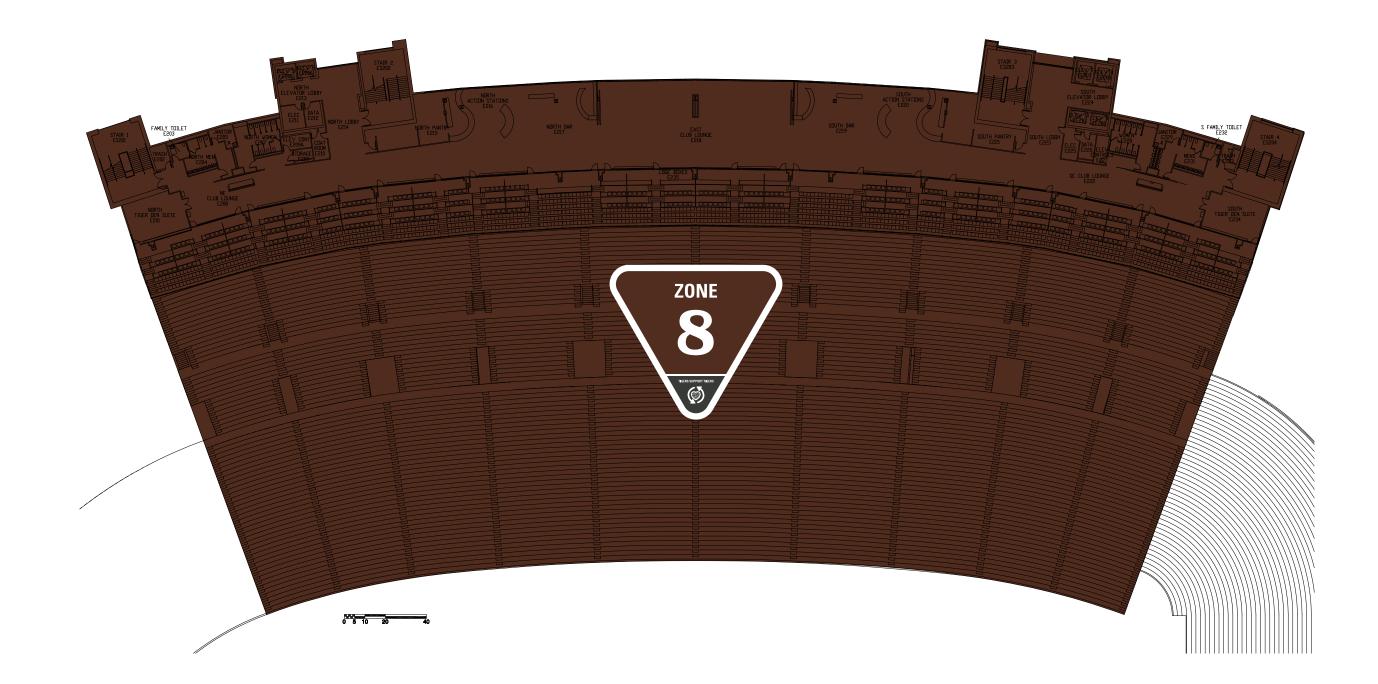
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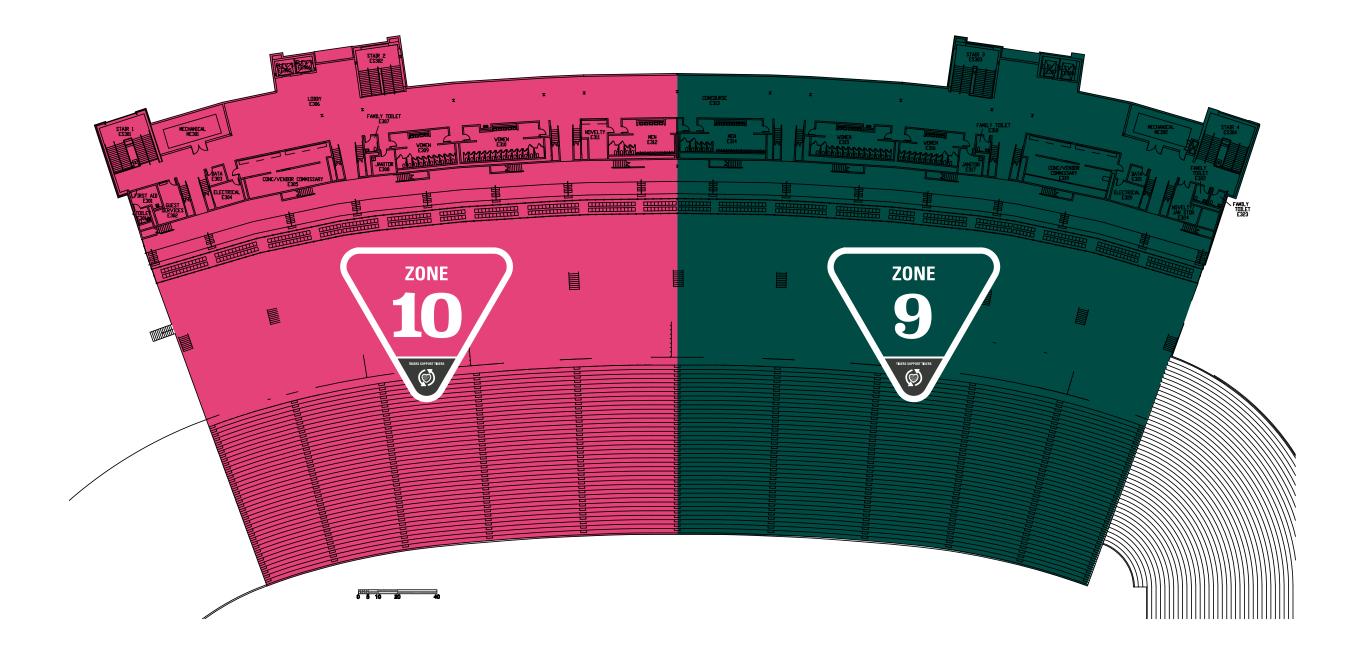
### **HEALTH SMART EXPERIENCE AUDIT SEPARATION ZONE MAP** | CONCOURSE LEVEL OVERVIEW

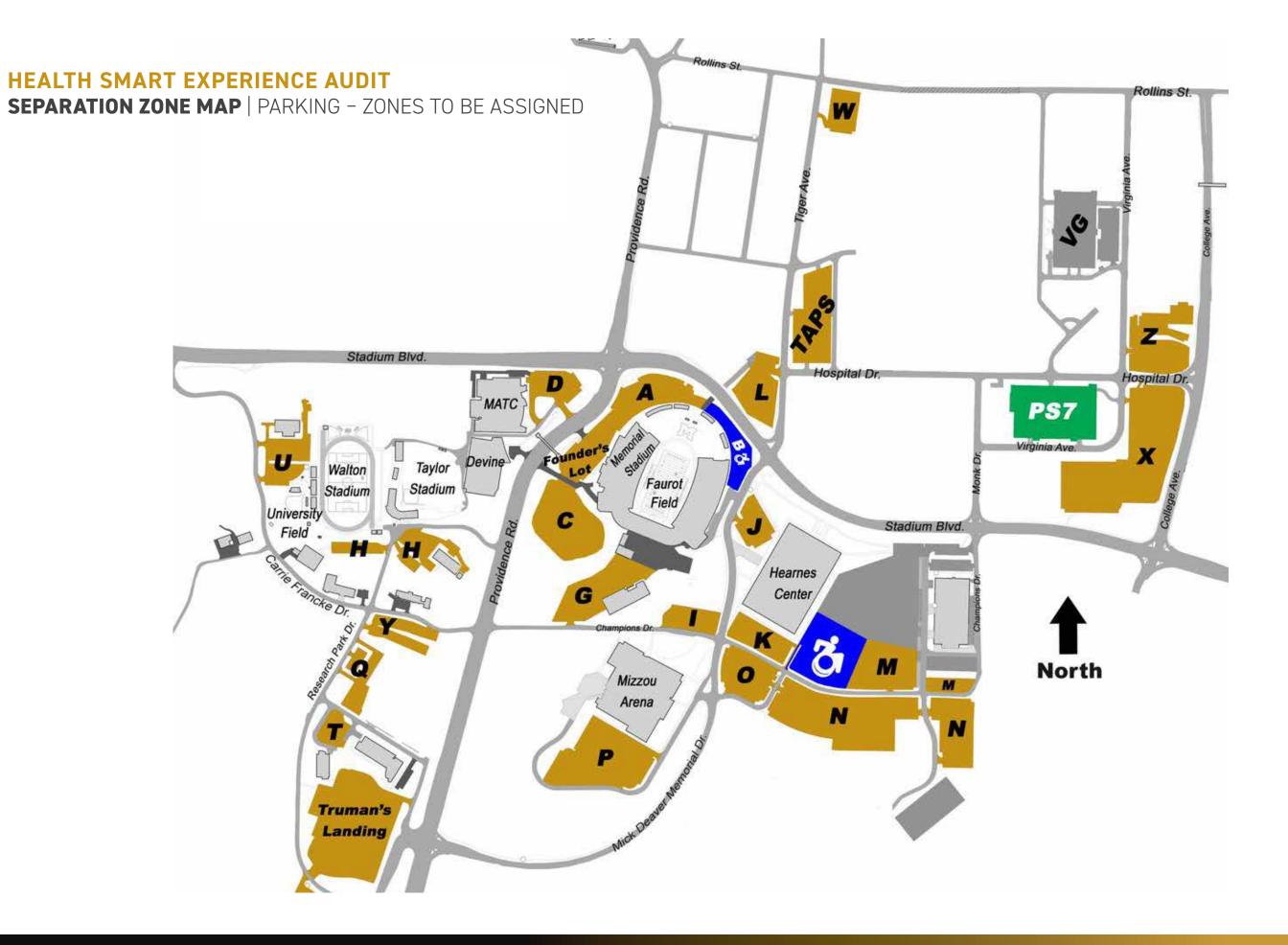


## HEALTH SMART EXPERIENCE AUDIT SEPARATION ZONE MAP | EAST SIDE PREMIUM



## HEALTH SMART EXPERIENCE AUDIT SEPARATION ZONE MAP | EAST SIDE UPPER CONCOURSE







## HEALTH SMART EXPERIENCE SOLUTIONS IMPLEMENTATION | VINYL MARKING

Simple, temporary color-coded vinyl appliqués added to existing signage and along the floor help to reinforce awareness of social distancing\* and encourage visitors not to travel outside of their "zone."

While any combination of colors or iconography could be used, a contrasting palette represented with simple shapes is shown here to accommodate vision deficiencies and avoid competing with existing wayfinding signage.

Social Distancing is also known as Physical Distancing and is defined as staying at least 6 feet from other people who are not from your household in both indoor and outdoor spaces.

