

Phase 3 Opening Information about the Gaukler Family Wellness Center

Updated as of February 17, 2021

Masks are no longer required at the GFWC.

Mandatory Temperature Checks to Enter the Gaukler Family Wellness Center

VCPR is ask that ANYONE that enters the Gaukler Family Wellness Center uses the temperature scanner upon arrival. To use scanner: just walk up, align your face in the outline on the screen, wait 10 seconds, if it flashes greens you can enter and if it flashes red you must leave the facility until the next day.

Valley City Parks and Recreation staff asks that anyone who feels sick or has been in contact with anyone who has been in close contact with anyone who had COVID-19 not use the Gaukler Family Wellness Center at this time. If you are not sick and are using our facility, make sure that you are doing your part. Wipe down your machine after use, social distance as much as you can and practice good hygiene. By everyone following these steps, it keeps our staff and other patrons safe during these times. If you have any questions, please feel free to ask our staff!

Hours of Operation

Monday- Thursday: 5:00 AM- 10:00 PM

Friday: 5:00 AM- 9:00 PM

Saturday: 6:00 AM- 8:00 PM

Sunday: 8:00 AM- 8:00 PM

For pool hours check www.vcparks.com for more information.

Changes to Current Amenities

- **Gym:** you will need to bring you own basketball.
- **Fitness Classes:** Classes will be limited to 9 people per class. Exceptions to this would be Aqua Fit due to the spacing in the pool area.
- **Party Room:** We are now taking reservations for the Party Room. Parties are limited to weekends, 15 people per party and all parties have a flat rate of \$100.
- **Indoor Playground:** The playground will be open during operating hours but will close 1 hour before the building closes to get deep cleaned.

Our weightlifting and cardio center is still spaced out accordingly. We continue to ask patrons to follow the 1 person/1 household rules and that once you are done you thoroughly wipe down your machine.