



HYGIENE POLICY

At Drum With Alex we have implemented the below hygiene policy to help stop the spread of Covid-19 at this point.

We would ask that all participants and instructors to abide by the below policy at all times. Failure to do so may result in removal from the session with any future attendance suspended without a refund.

PERSONAL HYGIENE

- ✓ Wash hands with soap and water often for at least 20 seconds. This should be done as a minimum on entering and leaving the teaching space, after going to the bathroom and after coughing or sneezing. Handwashing locations will be shown to you by your instructor.
- ✓ Use hand sanitiser gel if soap and water are not available
- ✓ Cover your mouth and nose with a tissue or your arm when you cough and sneeze
- ✓ Put the used tissue in the bin immediately and wash your hands
- ✓ Wear a face covering to attend your private session. If you do not own one, we will provide a single use, disposable face mask for you to use.
- ✓ Avoid touching your eyes, nose and mouth while in lessons
- ✓ Avoid any close personal contact (hugs etc...) and follow our social distancing policy
- ✓ Avoid touching any 'high contact' areas where possible such as door handles

EQUIPMENT

- ✓ Only use the equipment you have been assigned to for the class
- ✓ Avoid touching any other equipment unnecessarily
- ✓ Please ensure you have your own equipment such as drumsticks – spare drumsticks will not be available during this time
- ✓ Our team performs a deep clean of all areas on a daily basis. To be extra safe, we then use antibacterial spray to wipe down all areas throughout the day and evening.

WASTE

- ✓ Please ensure all waste is disposed of safely in the bin
- ✓ Please wash your hands after disposing of waste

STUDENT STORAGE

✓ Please leave all non-essential items in your car, or your home – only bring exactly what you need for your class

HYDRATION

✓ Communal water facilities will be unavailable during this time; please ensure you bring your own water bottle with you for class.