COURTROOM PROTOCOL DURING COVID-19 PANDEMIC

Before Arriving at the Courthouse:

All hearing participants must notify Judge's chambers (504) 589-7615 on the morning of the hearing or trial if answering YES to any of the following questions.

- 1. In the past 48 hours, have you had any signs or symptoms of fever, such as chills, sweats, feeling "feverish" or having a temperature that is elevated for you of 99.5F or greater?
- 2. Have you experienced any of the following symptoms in the last 48 hours: Cough, shortness of breath, or chest tightness; Sore throat or unexplained loss of smell/taste; Diarrhea, nausea or vomiting?
- 3. In the last 14 days have you: Traveled outside of the United States? Been in contact with anyone who has a confirmed COVID-19 diagnosis? Been notified that you may have been exposed to COVID-19? Been exposed to anyone that has an open COVID-19 test?

To Enter the Courthouse:

- 1. All individuals seeking entry to the United States District Court for the Eastern District of Louisiana (including District Judges' chambers and courtrooms, Magistrate Judges' chambers and courtrooms, the Clerk's Office, the U.S. Probation Office, and the Bankruptcy Court) must provide proof of vaccination or a negative PCR test taken within 72 hours before entry. If anyone needing to enter the courthouse does not have the required credentials, the Court will provide a rapid test to be self-administered prior to entry, in accordance with General Rule 21-15. Please ensure to arrive at least 45 minutes prior to the time of the hearing.
- 2. Upon arrival, participants must proceed directly to the courtroom.
- 3. Following their hearing, participants are respectfully requested to depart the courtroom.

In the Courtroom:

- 1. Plexiglass shields have been installed in the Courtroom.
- 2. Counsel are required to provide their own bottled water or container for themselves, their clients, and their witnesses.
- 3. In the event that a witness must appear by Zoom, counsel must have a laptop or computer available in the courtroom.