City of Las Vegas



1700 N. Grand Avenue | Las Vegas, NM 87701 | T 505.454.1401 | lasvegasnm.gov

Mayor Louie A. Trujillo

EXECUTIVE ORDER REGARDING FACE COVERINGS IN OUTDOOR SETTINGS

WHEREAS, on April 8, 2020, the City of Las Vegas Governing Body passed Resolution 20-15, declaring an emergency and authorizing Mayor Louie Trujillo and the City Manager to conduct emergency measures to safeguard public health, safety and welfare; and

WHEREAS, the City of Las Vegas has experienced a recent spike in positive COVID-19 cases; and

WHEREAS, given the increased transmission of the highly infectious Delta Variant, the risk for spread of the virus is increased at large, crowded, outdoor events where distancing cannot be maintained, where unvaccinated persons are present, and where there is loud talking, shouting, singing, and various types of exercise activities; and

WHEREAS, even though the risk for spread of the virus is generally much lower outdoors than indoors, apart from vaccination, face coverings continue to be our best tool in managing the spread of COVID-19; and

NOW, THEREFORE, BE IT EXECUTED, BY THE DULY ELECTED AND SWORN Mayor of the City of Las Vegas this 29th day of September, 2021, due to the civil and health emergencies created by the current spike in positive COVID-19 cases, the City of Las Vegas, its City government offices, businesses, learning institutions, residents and visitors, shall continue to comply with all Federal and State COVID-19 requirements, and the Mayor further recommends that all people, regardless of vaccination status, wear face coverings in crowded outdoor settings, such as sporting events, fairs, parades, concerts, and similar settings where there is decreased ability to maintain the required six (6) feet social distance between each individual person. This Executive Order is effective as of September 29, 2021 and shall expire and automatically terminate on December 31, 2021, if not extended in wrifing by the Mayor.

Louie A. Trujillo, Mayor

Casandra Fresquez, Chy Clerk