

# HOW WE'RE PROTECTING OUR WORKFORCE



**The safety of passengers our employees and contractors is our top priority at Sound Transit. To help slow the spread of COVID-19, Sound Transit follows the Governor's Stay Home, Stay Healthy order and mandates that all employees who can effectively work remotely continue to do so.**

In addition to a small percentage of essential workers whose work must be performed on site, Sound Transit staff members may be approved to work on site if:

- 1) they cannot perform their job function remotely, and
- 2) they've completed required COVID-19 safety training.

When on site, employees have access to hygiene products such as masks, hand sanitizer, tissues and cleaning supplies. The Employee Health & Safety team routinely conducts on-site spot checks for compliance with COVID-19 safety requirements.

We've also taken necessary precautions for all types of employees and contractors, categorized into "public-facing" and "non-public facing" roles. See below for some specifics in both categories.

## **Public-facing employees and contractors**

- Required face coverings for everyone at the jobsite unless they're sure they're working alone.
- Job modifications to accommodate social distancing.
- Increased cleaning and disinfection of shared tools and equipment.
- Increased provision of hand washing and sanitation facilities.

## **Non-public facing employees and contractors**

- All employees and contractors are working from home unless they've received training and approval to allow them to work on the jobsite.
- The agency has developed a Return to Worksite Plan outlining when and how all employees will eventually return to their jobsite.

## **All employees**

- Confidential contact tracing for any employee who has probable or confirmed COVID-19 diagnosis.
- Increased availability of hygiene products such as masks, hand sanitizer, cleaning towelettes, etc
- Medical and parental leave options for employees who have difficulty performing their work in this unprecedented time.