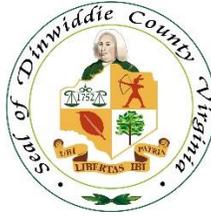


County of Dinwiddie

BOARD OF SUPERVISORS

DANIEL D. LEE
BRENDA EBRON-BONNER
HARRISON A. MOODY
DR. MARK E. MOORE
WILLIAM D. CHAVIS



COUNTY ADMINISTRATOR

W. KEVIN MASSENGILL

FOUNDED 1752

FOR IMMEDIATE RELEASE

March 16, 2020

Contact: Marie Grant, Community Information Coordinator
804-469-4500, ext. 13230

County Declares State of Emergency amidst COVID-19 Pandemic

DINWIDDIE, VA – Dinwiddie County made a State-of-Emergency declaration this afternoon in response to the COVID-19/Coronavirus pandemic.

Dennis Hale, Chief of Fire & EMS stated, “This declaration aligns us with national and state declarations, and places Dinwiddie County in position to better respond to the pandemic.” Hale continued “At this time, there are no confirmed cases of COVID-19 in the Crater Health District and no evidence of community spread.”

Dinwiddie County plans to reopen municipal buildings tomorrow, March 17, 2020, with the exception of the following buildings, which will remain closed: Eastside Community Enhancement Center and grounds (with the exception of curbside food distribution by Dinwiddie County Public Schools), Robert & Betty Ragsdale Community Center, and the Historic Dinwiddie Courthouse. The County’s volunteer fire stations and the animal shelter will be open for staff only. All Parks, Recreation & Tourism programs and activities, including facility rentals, have been cancelled through March 27, 2020.

County Administrator, Kevin Massengill, reports “County offices will reopen tomorrow with minimum staffing levels. Citizens wishing to transact business with Dinwiddie County are encouraged to do so if possible by phone, through the website or by using curbside drop boxes located outside of the County Government Center.”

The public is encouraged to adhere to guidelines suggested by the Centers for Disease Control regarding handwashing, social distancing and staying home if sick. Information and updates regarding COVID-19 are available via the County website, Facebook, and Twitter pages.

###