



TODAY'S COVID-19 SNAPSHOT

Wednesday, September 16, 2020

Bowie Confirmed Cases: 1,906 (+10) 20715: 373 (+1) 20716: 425 (+1) 20720: 478 (+7) 20721: 630 (+1)	Prince George's County Confirmed Cases: 28,034 (+143) Total Deaths: 814 (+1) Ever hospitalized: 3,875 (+7) Case Rate per 100k: 12.4 Ranking: 32nd in the nation for highest number of cases.	Maryland Confirmed Cases 117,888 (+643) Deaths 3,855 (+6) Case Rate per 100k: 9.47 Released from Isolation: 7,286 (+32) = 6.1%
<p style="text-align: center;">Testing</p> MD Tests Completed: 2,272,265 (+26,599) Negative Tests: 1,365,070 (+9,533) MD Positivity Rate: 3.1% PGC Positivity Rate: 5.9%	<p style="text-align: center;">Maryland Hospitalizations Data Tracker</p> Currently Hospitalized: 347 -6.4% Acute Care: 261 -6.1% Intensive Care: 86 -7.5% Ever Hospitalized: 14,959 12.6%	
<p><i>* These figures represent changes in the last 24 hours.</i></p>		

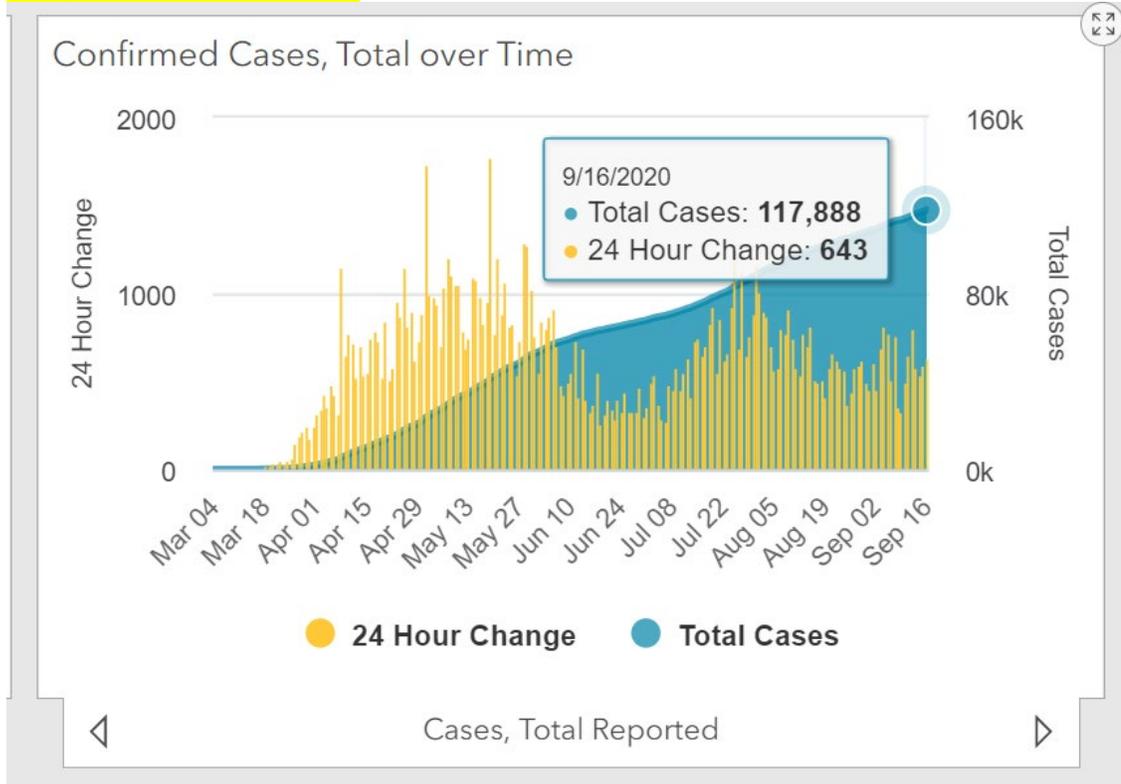
Source: Maryland COVID-19 dashboard

Visit the [Prince George's County COVID-19 dashboard](#) to view data for all zip codes in the County and the [Maryland dashboard](#) for statewide data.

COVID Trends

County and state COVID hospitalizations are stable so far this week. Statewide 44% of the new cases today are individuals age 29 and under. Prince George's County's positivity rate continues to creep upward. Today it is at 5.9%

Maryland Cases Over Time



Source: Maryland COVID-19 dashboard

Flu Shots Are More Important Than Ever This Year

The CDC is encouraging residents to get an annual influenza (flu) vaccination to reduce the chance of getting the flu and spreading it to others. According to the CDC, COVID-19 will likely continue into the fall and winter and may overlap with the flu season. With the possibility of both viruses occurring in communities at the same time, it is vital that everyone who is able, should get a flu shot this year. Vaccinations are available at local pharmacies.

[Learn more](#)

Other News

Code 101 Town Hall Meeting Video

Thanks to those who participated in last night's virtual town hall meeting about Bowie Code Compliance. We hope that you came away from it with more knowledge about how the City's Code Compliance Division operates and what is expected of homeowners. The questions were very helpful to the discussion. We also appreciate the suggestions that were offered and will be talking about how to implement them. If you missed the discussion, you can watch the video on [YouTube](#) or the [City website](#).

The Census Countdown is On!

There are only **14 days left to complete the 2020 Census**. The final deadline for all responses is September 30. Bowie is doing well compared to much of the country, in fact at 83.4% response rate, we're among the 600 best performing cities and towns in the US. However, a response rate of 83% means that almost 17% of our households have not been counted yet, and every household not counted, equates to about \$18,000 in lost funding over 10 years. These areas that are not being adequately counted are the very areas that will need well-funded services over the next 10 years.

Enumerators are knocking on doors all over Bowie now, trying to get non-responding households counted. You can avoid the knock on your door by completing your census now at www.2020census.gov or by calling 844-330-2020. The number to complete the census in Spanish is 844-468-2020.

If you would like to see how your neighborhood is doing in responding, visit www.cityofbowie.org/census.

Bowie Works to Close Out Canceled Bowie IcePlex Project

Since the City Council voted May 18, 2020 to cancel the new Bowie IcePlex project, city staff members have been working to close out the project and wrap up all outstanding expenses related to the project. Last week, the last of several payments to Costello Construction was made to conclude the work that had been completed during the initial construction stages of the project. This payment, in the amount of \$2,735,263, was agreed upon after negotiations between the firm and the city.

Some other outstanding invoices associated with different aspects of the project still remain to be paid. They include future payments to the project management company and the architectural firm. There will also be some costs associated with stabilizing the cleared site and addressing other minor items required by the Prince George's County Soil Conservation District.

At the next City Council Meeting, Council will discuss the next steps for recreational amenities in the City, including a new indoor court facility for Bowie. The meeting takes place on Monday, September 21. Due to the pandemic, the public is not permitted to attend City Council meetings in person, but they can submit written comments for a meeting by emailing it to City Clerk Awilda Hernandez at ahernandez@cityofbowie.org or mailing it to City Hall. Comments must be received by 7 p.m. on the day of the meeting.

Important Election Information & Dates

- General Election: November 3, 2020, polls open 7 a.m. - 8 p.m.
- General Election Early Voting: Monday, October 26, 2020 - Monday, November 2, 2020, polls open 7 a.m. - 8 p.m.
- The City of Bowie Gymnasium will be a voting site for Early Voting and Election Day Voting; it will also have a drop-off box for completed mail-in ballots.
- The Board of Elections has published the [full list of Election Day Vote Centers and Early Voting locations](#) for Prince George's County.

[Prince George's County Board of Elections](#) 301-341-7300

[Maryland Board of Elections](#) 410-269-2840



Don't Wait ★ Vote Safe!

Apply for a Mail-in Ballot Now!

W VOTE BY MAIL

BUSINESS REPLY

FIRST CLASS MAIL



Text VBM to 77788



Fill out your application online:
elections.mypgc.us or
elections.maryland.gov



County Board of Elections
1100 Mercantile Ln.
Suite 115A
Largo, MD 20774
Hours: Mon. - Fri.
8 AM - 4:30 PM



VOTE BY MAIL

Go to the Prince George's County Board of Elections to fill out and return an application in person.

Receive application in the mail and return it via the prepaid envelope or drop it off at the County Board of Elections.

#DontWaitVoteSafe