

Upcoming City of New Bedford COVID-19 FREE vaccine clinics, booster shots

Free, walk-up COVID-19 clinics in New Bedford offer CDC-approved booster shots, in addition to first- and second-dose vaccines and, at most locations, pediatric vaccines and boosters for teens 12-17. Bringing your vaccination card when getting a booster is helpful, if possible, but not required.

Visit vaxnb.com for updated schedules of local COVID-19 vaccination and testing locations. Upcoming vaccine locations in New Bedford include:

Friday, March 11:

- PAACA (360 Coggeshall St.) – 1 p.m. to 5 p.m., Pfizer, Moderna, J&J, boosters, w/ pediatric vaccines for children 5 – 11 years old & boosters for teens 12-17

Saturday, March 12:

- Andrea McCoy Recreation Center (181 Hillman St.) – 11 a.m. to 3 p.m., Pfizer, Moderna, J&J, boosters, vaccines for children 5 – 11, boosters for teens 12-17

Monday, March 14:

- Andrea McCoy Recreation Center (181 Hillman St.) – 2 p.m. to 7 p.m., Pfizer, Moderna, J&J, boosters, vaccines for children 5 – 11, boosters for teens 12-17

Friday, March 18:

- PAACA (360 Coggeshall St.) – 1 p.m. to 5 p.m., Pfizer, Moderna, J&J, boosters, w/ pediatric vaccines for children 5 – 11 years old & boosters for teens 12-17

Reminder on the importance of vaccinations:

Vaccination levels in the region remain low, and daily case rates remain high. Getting vaccinated for COVID-19 is not only about protecting yourself – it's also about protecting your family, friends, and community. Vaccination is critically important during the winter months, when indoor gatherings can lead to super-spreader events, clusters, hospitalizations, and severe illness among people who are unvaccinated.

State Resources for Vaccine Records, Locations

The Massachusetts Department of Public Health has free online services to find your personal vaccine records and local vaccination locations, including many pharmacies.

Access your vaccine records at <https://myvaxrecords.mass.gov/>, and find local listings at <https://vaxfinder.mass.gov/>.