# Is Resilience & Reputation important to your organisation?

[ **CRISIS** BOARDROOM™ ]

## Is your Crisis response 'Fit for Purpose' and has it been Tested?

Incorporating the learnings from **over 300** crisis simulation exercises undertaken worldwide.
**Crisisboardroom** is the 'Go To' Kit when bad things happen.

The **Crisisboardroom Kit** has been developed to help satisfy the requirements of:

☑ The Terrorism (Protection of Premises) Bill (aka Martyn's Law)

☑ Grenfell Tower Phase 2 Report Recommendations

☑ ISO 22361 – Crisis Management Guidelines

☑ Business Continuity Institute Good Practice Guidelines (version 7)

☑ JESIP

Adopting the Crisisboardroom Crisis Solution and Training will instantly improve your organisations Resilience.

Contact the Crisisboardroom® team to discuss how we equip your business or organisation to become more resilient

✉ matt@4MATdata.net

www.crisisboardroom.com

[ CRISIS BOARDROOM® ]

# TRIED & TESTED TRAINING DAY

## What's included?

+ Literature survey, risk register, risk assessments, insurance details, supply chain, building plans, loss records

+ Develop a relevant and foreseeable crisis scenario

+ Crisis response presentation prior to exercise

+ Crisis simulation, including 'hot de-brief' at the end

+ Includes a **Crisisboardroom® Kit** (yours to keep)

+ Post exercise report with Resilience improvement recommendations

## What are the Benefits?

+ Demonstrable resilience evidence for use during insurance negotiations & with supply chain stakeholders

+ Great for those tasked with Crisis Command

+ Identify crisis response learning points, leading to improvements

+ Very time and cost effective

+ Knowledge transfer from other industries

+ Tough, but enjoyable and rewarding

## Book your Tried & Tested Package from £10,000+vat

Contact the Crisisboardroom® team to book

✉ matt@4MATdata.net

## How much time will this take?

+ Crisis response presentation prior to exercise usually 90 mins prior to the exercise.

+ Crisis simulation - usually 4hours including debrief.

+ Your team's time = 6 hours max*

[ CRISIS BOARDROOM™ ]