

Cleaning and preparation of our spaces

- ❁ **Labelling by Socotec group**, world expert in hygiene and safety,
- ❁ **Cleaning and disinfection of all our spaces,**
- ❁ Implementation of health protocols,
- ❁ **Development of a regular cleaning plan during the day,**
- ❁ Regular disinfection of door handles, stair railings, entrance and exit areas...,
- ❁ Systematic cleaning of the training rooms before and after each training session,
- ❁ **Regular ventilation of spaces,**
- ❁ **Purging of our water supply systems,**
- ❁ **Display of sanitary measures,**
- ❁ **Training of our teams in health protocols.**

Flow and organization

- ❁ **Implementation of social distancing in our training rooms, dining rooms and lounges** while maintaining the possibility of convivial exchanges with other trainees and trainers,
- ❁ **Limitation of the number of persons per room,**
Maximum 3 adult trainees and 6 Junior students per training room,
Maximum 2 trainers per trainee,
Maximum 3 adults per table for meals (2 trainees and 1 trainer),
- ❁ **Improvement of the management of customer flows on the site in order to reduce contacts and crossings** (road markings, specific routes per group, etc.),
For Juniors courses, priority is given to on-site activities and excursions in the vicinity and in the open air,
Organization of activities in small bubbles by language.

Additional measures to meet health standards

- ❁ **Supply of a sanitary kit to all our customers and talents,**
- ❁ **Provision of masks and gloves for our customers and talents,**
- ❁ **Availability of hydro-alcoholic gel** in all our spaces,
- ❁ **Adaptation of our meals and breaks** with individually portioned packaged products,
- ❁ Personal and disinfected training materials,
- ❁ No sharing of physical media during training (digital media),
- ❁ Medical form required before training (for CERAN Juniors),
- ❁ If necessary, we will apply the emergency protocol imposed by the Belgian authorities,
- ❁ Rooms will be made available in case of recommended isolation.