Module 10 workshop: tabletop simulation

10 · Event Day · about 21 minutes

Run the gala from the run of show with injected problems every ten minutes. Decide, act, record.

Before you start

The event you are applying this to (real or the running gala example):

Date · guests · budget envelope:

Work through the objectives

1. Make decisions under time pressure

2. Use the risk register live

3. Debrief decisions

Apply it: three decisions for your event

DECISION	WHAT YOU CHOSE AND WHY	OWNER / BY WHEN

Check your understanding

A tabletop simulation tests

After each injected problem you should

Answers are on the lesson page after you take the quiz.

One line to remember