

## RISK360® Certify for contractors and suppliers

We built Certify for the construction industry. We saw the enormous effort and increasing cost of complying with Work Health and Safety (WHS) laws. And we saw the ever increasing paperwork that is being produced to provide evidence that you are trying to meet your compliance obligations.

Certify changes everything – the builder submits compliance requests in just a few minutes – no paperwork involved. You respond online or when mobile without having to provide your business details time and time again. And Certify allows you to re-use the same supporting documents at the click of a button. It's that easy.

### Connect with builders

A subscription to Certify provides you with a personal web portal, just like your bank does, and when you sign on you see compliance requests from your builders – tailored to your trade and work activities.



### Save time and money

You can also upload and email your registration, licence, insurance and WHS records to other builders at any time.

Online induction courses are included in the annual subscription fee of \$120 – that's \$10 per month for a business with 10 or less workers.

### Improve safety

As a next step we will provide you with online tools to help maintain records of training, personal protective equipment, plant and equipment maintenance, electrical test & tag services and any hazardous substances you use.



### Mobile apps

Later this year we will include mobile apps that eliminate the paperwork associated with site risk assessments and toolbox talks – apps that use GPS to locate the site with pictures, audio and video.

## Rely on our support

The RISK360 compliance team handles online compliance requests from builders relating to contractors who provide goods and services. We review compliance documents, working with the builder when necessary, and managing the renewal process when required. Our compliance team is committed to continually improving Certify and supporting you whenever you need help.