Rules and Suggestions for the Virtual Process Control Event – WEFTEC 2020

The following is a summary of info, rules and suggestions related to the WEFTEC Connect 2020 virtual Process Control Event in order to provide info and to minimize the potential for problems.

Overview:

1. The simulator and electronic multiple-choice event components are now available for download via the RMWEA Ops Challenge Portal. The software download should land four icons on your desktop after download and setup. These will include separate practice and competition versions of both the simulator and multiple-choice portions of the event. Teams will not be able to start any aspect of either the practice or competition versions until a password for each is provided. The description of the simulator event, similar to what has been provided in the manila envelope at past WEFTEC events, is also being provided via the RMWEA Ops Challenge Portal with the software downloads.

2. There will be a pre-event orientation conducted via GoToWebinar on Friday, October 2nd that teams can sit in on, listen to how the event will be conducted and each team can run through the practice versions of the software. We strongly recommend all teams attend this to hear about the semantics of the event, confirm that the software loads and runs on your computer and provides the opportunity to ask any last-minute questions about the event. During the pre-event orientation, a password for the practice versions of the event will be provided. At that time, we intend to run the teams through the practice version of the event as we will with the competition version on Monday. During the pre-event orientation, questions can either be entered in the chat box on the GoToWebinar software or entered via the RMWEA Ops Challenge Portal. We will attempt to answer all questions we can at that time and repeat any key questions raised just prior to the event on Monday afternoon. FYI - The password for the competition portions of the event will be provided at the start of the competition on Monday afternoon.
Rules for the event:

1. The computer to be used for the event (as shown on the attached photo) will not be logged in to the GoToWebinar event. However, this computer will need to be connected to the internet so that we can receive your scores once you have completed the event.

2. You will need to have another device, either a laptop or iPad connected to the GoToWebinar meeting with the camera on to monitor team activities during the event. The viewpoint of the camera should be similar to the photo included, looking at the back of the team members and the computer screen being visible (but not so close that the details on the screen can be seen).

3. The event includes two components; a 15-minute simulator portion and a 10-minute multiple choice portion. The overall time of the event is 30 minutes and the extra 5 minutes provides a buffer for the teams to transition from one component to the other.

4. Remember you must press “Submit” for each problem completed in the simulator portion of the event. When time expires for both the simulator and multiple-choice portions of the event, the scores received (and submitted for the simulator) will be recorded and transmitted to Hydromantis.

5. No reference books, study guides or notes of any sort are allowed at the team table.

6. No cell phones, headphones or earbuds should be on or near the team members or on the table.

7. You can only complete the competition versions of the event one time. Because the scores will be transmitted via an email to Hydromantis, any more than one attempt to complete the event may result in no score being received and the team receiving zero points for the event.

8. At the end of the event, we are requesting you take a photo or screenshot of the score summary popup windows on the computer screen and email this to the event coordinator, Paul Dombrowski at pdombrowski@woodardcurran.com. This will be used to verify the scores sent automatically by the program and will serve as the team captain’s confirmation of the scores achieved. An example of the screenshot is shown below based on the practice version of the event. You can also submit this as two separate images. In order to have both score popup windows on the screen at once, you will need to complete the multiple choice portion of the event first. If a team chooses to complete the simulator first, please take a photo or screenshot of your screen prior to starting the multiple choice portion. This is partially why the 5-minute buffer is provided in the event time.
Suggestions for the Teams:

1. Confirm you have a strong internet connection for the computer used for the event.
2. Have the computer plugged into line power or have the computer fully charged prior to the event.
3. Have a mouse setup with the computer and either use a mouse pad or confirm the surface of the table allows the mouse to work reliably. If the mouse is wireless, make sure you have a fresh battery for the mouse.

GOOD LUCK!