

## 1.0 Overview

The 2021 NAPTA Troubleshooting Skills Competition (TSC) is a two-round competition:

- Open Round
- Championship Round

Up to forty (40) teams from NAPTA member colleges from across the country will compete in the Open Round to be one of the top ten schools to advance to the Championship Round.

Teams will travel to the host school to compete using a PC-based dynamic process simulator.

- The Troubleshooting Competition will be hosted (**tentatively**) by San Jacinto College in Pasadena, Texas on April 22 – 24, 2021.
- Registration will open on December 1, 2020 and close on March 12, 2021.
- Registration is on a first-come, first-serve basis. The email date and time stamp will be used to validate your registration entry.
- Registration is limited to two (2) teams per college.
- Team member names do not need to be submitted at the time of registration.
  - Team names and team member names must be submitted no later than close of business on March 12, 2021. Each college may place two (2) teams in the Open Round. Two teams from the same college may advance to the Championship Round based on the highest ten (10) team scores of all participating teams.
- Each registered team will qualify for a \$500 travel stipend paid directly to the hotel.



---

*TRAVEL FUNDS OVER THE \$500 STIPEND are the responsibility of each team. Each team is responsible for securing all remaining funds for travel to/from the event.*

---



---

*If your team is unable to raise travel funds by March 12th at 6 p.m. Central Time, they must concede their spot by sending an email to [troubleshooting@naptaonline.org](mailto:troubleshooting@naptaonline.org) to allow an alternate team to be selected to participate.*

---

For more information about travel planning, see section 5.0, travel considerations at the end of this document.

## 2.0 Teams

Schools may enter two teams in the competition. The teams must meet the criteria below:

### 2.1 Description

- Teams consist of four students
  - one team captain
  - three team members
- An alternate CAN be designated for each team.
  - Their name must but submitted with the team member names, and they must meet the same criteria to compete.
- Students cannot participate on multiple teams.
- Teams may compete with three (3) members in the Open and Championship Rounds of competition if alternates are not available.
- An alternate will not attend the Championship Competition unless he/she is serving as a regular team member.



---

*Coaches/instructors have discretion of team member selection to meet the student qualification criteria listed below.*

---

### 2.2 Student Qualifications

- Must be currently enrolled in the Process Technology program at your college
- May be enrolled on a full or part-time basis
- Cannot be employed now or in the past in industry as an operator
- Students serving as co-ops or interns are acceptable

## 3.0 Open Round

The Troubleshooting Skills Competition begins with an Open Round. The team (or teams) from each school will travel to the host college to participate in this round. The Open and Championship Rounds will be conducted with the use of a PC-based dynamic process simulator.

### 3.1 Format

The Open Round consists of two troubleshooting scenarios. During each scenario, the team will work in a simulated process environment using a PC-based simulator.

Each scenario is timed. Time begins when the facilitator says to start.

- Scenario A      30 minutes
- Scenario B      30 minutes

The scenario is complete when either the team leaves the competition area or the time expires.

The top ten teams based with the highest scores from the Open Round, will compete in the Championship Competition. Non-qualifying teams will participate in activities designed to enhance their opportunity for employment as a Process Technician.

# Coach's Information and Guidelines

## Troubleshooting Skills Competition

---



### 3.2 Process

As the coach, you will need to:

- Register your team(s)
- Practice, Practice, Practice
- Update the coordinator with your team name(s) and the names of the team members including your alternate(s) by the designated date.

### 3.3 Preparations

- Make sure teams have read the "2021 NAPTA Troubleshooting Competition Qualifying Round: Team Member Information and Guidelines."
  - Check if they have any questions
- Practice, Practice, Practice
- Make your reservations, if needed, for travel.



---

*Please ensure you get your team name and team member names to the coordinator by the due date of March 12, 2021.*

*Remember alternates will not attend the TSC unless serving as a regular team member.*

---

### 3.4 Opening Round Competition Rules

1. Coaches are not allowed into the room where the Competition Rounds are conducted.
2. Teams may consult with coaches during breaks between rounds.
3. Team members cannot bring any outside materials into the room, including hard copy or electronic textbooks, notes, or information.
4. Backpacks, satchels, or similar items are not allowed into the computer center.
5. The team may not use any electronic devices (cell phones, tablets, watches, etc.) in the computer center. Team members must not use or wear any headphones, earbuds, or earpieces (like Bluetooth devices).
6. The team must follow all computer center rules (including food/drink, security, etc.) or the team may be disqualified.
7. Timed rounds start when the facilitator gives the command to begin.
8. Once the timed scenario starts, team members cannot leave the room. If a team member leaves for any reason, the team may be disqualified.
9. There will be a 15 minute break between the A and B scenarios. Team members must promptly return from the breaks.
10. The team must log out of the system at the completion of each scenario to demonstrate they completed the exercise.
11. Team members of the same team can converse with each other at a reasonable volume not disruptive to the other competing teams.
12. Team members must monitor their own time; the facilitator will not provide verbal time remaining notices. The facilitator will stop the team at the maximum time limit for each exercise.

### 4.0 NAPTA Troubleshooting Competition Championship Format

- The NAPTA Troubleshooting Skills Championship Competition will take place on April 22 – 24, 2021 (tentatively) at San Jacinto College in Pasadena, Texas.
- The Championship Competition will consist of Open and Championship Rounds that are simulator-based; rounds will be timed.
- The competition will open with registration and a practice session on Thursday, April 22, at 2:30 p.m. to be followed by the Industry Networking Hour and dinner.
- The Open Round will take place Friday, April 23 to select the ten Finalist teams.
- The Championship Round will take place Saturday, April 24.
- Cumulative scores from the four (4) Championship rounds will determine the ranking of the teams, from 1<sup>st</sup> - 10<sup>th</sup> place.
- The awards ceremony and the announcement of the top three highest scores will take place during the awards banquet being held Saturday evening at 6:00 PM.
- Teams are at their leisure to spend their remaining time in the Houston area on their own.

### 5.0 Travel Considerations

#### 5.1 Air or Vehicle Travel

All travel expenses over and above the \$500 hotel stipend award are the responsibility of the teams.

- Airfare/taxes/fees for the coach and four team members
- Travel to/from airport including parking, tolls, and related costs
- Vehicle rental
- Fuel or mileage
- Tolls

#### 5.2 Lodging

- At least a three-night hotel stay (Thursday, Friday and Saturday night) at the designated hotel for the competition
- NAPTA is organizing a block of discounted rooms at the designated hotel
- Occupancy is four people to a room
- Depending on team member genders, you may want to secure an additional room
- The coach may secure a separate room at his/her discretion and expense

#### 5.3 Meals

The team is responsible for any meals during travel, except:

- Thursday evening dinner
- Friday lunch
- Saturday lunch
- Saturday dinner
- The hotel selected for the competition will provide breakfast each morning.

#### 5.4 Funding Sources for Travel

Teams will receive a \$500 travel stipend to help cover the cost of travel. This stipend is paid directly to the hotel. All remaining expenses are the responsibility of each team. Potential

## Coach's Information and Guidelines Troubleshooting Skills Competition

---



sources of funding include your college, industry partners, and industry associations. Your team can also take advantage of crowd sourcing or fund-raising activities.

More details about the hotel and rates will be provided to you shortly.