



Day 1 - Intro to Water Treatment - All Classes in Training Room

8:00-8:15	Introduction	
8:15-8:30	Factory Contact Info	
8:30-8:45	The 3 Golden Rules of Water Treatment	
8:45-9:00	The Earth's Water Cycle	
9:00-9:30	Categories of Water Contaminants	
9:30-9:45	The Four Factors That Effect Chemical Reactions	
9:45-10:00	Break	
10:00-11:00	The Water Analysis a. The 7 Aesthetic Contaminants that need analyzed on all private well systems b. Obtaining Needed Water Analysis Information c. Well Pump Capacity Test Procedure (demonstration downstairs) d. Factory Testing Information Sheet	
11:00-12:15	Aesthetic Contaminants a. Hardness b. pH c. Iron d. Manganese e. Hydrogen Sulfide Gas f. Tannin g. Total Dissolved Solids (TDS)	
12:15-1:00	Lunch (Lunch Room)	
1:00-2:45	Plant Tour & a Look at Future Products (Group 1)	Plant Tour & a Look at Future Products (Group 2)
2:45-3:45	Water Testing w/ Field Test Kit (2401) (Group 2)	Water Testing w/ Field Test Kit (2401) (Group 1)
3:45-4:00	Break	
4:00-5:00	Health Related Contaminants a. Microbiologically Impure Water / Shock Chlorination procedure b. Nitrates c. Chlorides & Sulfates d. Flourides e. Radium/Radon/Uranium f. Arsenic	
6:30-8:30	Group Dinner - Off Site	



Day 2 - Core Training

8:00-10:00 AM	Residential Whole House Media Filters (Group 1)	Residential Cabinet & Two Tank Water Softeners (Group 2)
10:00-10:15	Break	
10:15-12:15	Residential Whole House Media Filters (Group 2)	Residential Cabinet & Two Tank Water Softeners (Group 1)
12:15-1:00	Lunch and Informal Q & A (Lunch Room)	
1:00-3:00	Aeration - Iron & Sulfur Removal (Group 1)	Valve Assembly and Valve Training (Group 2)
3:00-5:00	Aeration - Iron & Sulfur Removal (Group 2)	Valve Assembly and Valve Training (Group 1)
Dinner On Your Own		

Day 3 - Advanced Training

8:00 - 10:00	Chemical Injection & Equipment Application	Turning Knowledge into Sales
Choose One		
10:00 - 10:15	Break	
10:15 - 11:15	Ultraviolet Systems & RO Systems	Commercial Products
Choose One		
11:15 - 12:00	Panel Discussion - Q & A	
Dismiss - Thank You for Coming		