

James A. Fitzpatrick

September 2014 NRC Examination

Examination Changes Since Initial Submittal

The following changes were made to the examination based on NRC comment following the draft examination submittal:

- Scenario #1 – Added note regarding what instrumentation is used to judge CT-2. Added role play to ensure Event #5 proceeds as desired.
- Scenario #2 – Deleted Event #3. Revised initial conditions to ensure new Event #4 flows well without being preceded by the deleted event. Combined Events #4 and #5 on outline. Revised one malfunction to allow momentary success for an operator action.
- Scenario #3 – Revised Event #3 to give BOP credit for actions. Revised Event #6 to use further degradation as same component as Event #5
- Scenario #4 – Re-classified Event #8 as an additional “Major”. Re-distributed parts of original Event #8 into Events #9 and #10.
- All JPMs – Deleted “CRS directs you to...” in initiating cues.
- Simulator JPM F – Changed which procedure sections will be performed to better streamline JPM while still testing the same manipulations.
- Simulator JPM G – Deleted first part of JPM and added additional actions to the end of the JPM to test manipulations that are different from those demonstrated in some scenario events.
- Simulator JPM H – Too much repetition of actions already demonstrated during scenarios, in particular scram actions. Replaced this JPM.
- Plant JPM I – Added two initial conditions to cue sheet. Revised JPM cue and steps such that candidate starts at later point in procedure.
- Plant JPM J – Added “flashlight” as required equipment for JPM.
- Plant JPM K – Added “flashlight” as required equipment for JPM.
- Admin JPM RO COO1 – Added one initial condition to cue sheet.
- Admin JPM RO COO2 – Revised dates in JPM handout.

- Admin JPM SRO COO2 – Revised dates in JPM handout.
- Admin JPM SRO EC – Revised cue to get more consistent responses from candidates.
- Admin JPM SRO EP – Revised cue to get desired interaction between candidate and examiner. Fixed one JPM step to match key.