



**Water Safety Consulting
& Pool Management, LLC**

815 West Joppa Rd Towson, MD 21204 Phone: 908-216-8669 Email: watersafetyconsulting@yahoo.com

FAQ'S Exposure Level Course:

- **How do Exposure Level Classes Work?** Exposure Level courses are self-directed, 100% online learning classes. Within 48 hours of registration, a member of the Water Safety Consulting & Pool Management team will email you a link to the online learning platform. This email will also contain further instructions for logging into the online platform.
- **When is Payment Due?** All tuition and fees must be paid in full prior to the start on of any online Exposure Level class. Businesses with established up-to-date accounts may choose to be billed. Payment can be made directly on the Water Safety Consulting & Pool Management website.
- **How do I Find Out all of the Dates, Times, Locations of my Class?** A member of the Water Safety Consulting & Pool Management team will send you an email within 48 hours of your registration. In this email you will find: the link to the online learning platform; directions to login to the platform; directions about the timeframe you have to complete the online modules; and your Instructor's name and contact information.
- **Do I Earn a Certification with Successful Completion?** No. Exposure Level classes are designed to be 100% online and do not include an in-person skills assessment. Without a skills assessment, a certification cannot be issued. If you would like a certification card, please register for a Traditional or Blended Learning Class as both formats include a certification card upon successful completion.
- **Does an Exposure Level Course Meet My State's Requirement for Licensing in My Field/Industry?** In almost every case, no. Currently, the Exposure Level courses do not meet the certification requirement(s) for any industry in any state. PLEASE CHECK WITH YOUR CERTIFYING AGENCY FOR GUIDANCE.

"Ensuring Safety; Providing High Levels of Customer Service; Maintaining Facility Quality"