

Commercially Similar Taskforce Report

Taskforce Update
December 10, 2012



Principles to be Strived For

1. The reservation capacity released by the defender or group of defenders should provide roughly equal or greater reservation capacity to the challenger.

AND

2. Competition should be limited to commercially similar paths (similar flowgate impacts).
3. These principles will apply or behave the same for Mod 28, Mod 29, and Mod 30 systems.
4. These same principles will apply to Defenders of both PTP and NT Challengers.

Commercially Equivalent Paths Example 1

	FG 1	FG 2	FG 3	FG 4	FG 5	
AFC	0	0	0	0	0	
Challenger (30)		2	25	3		
Capacity Needed		2	25	3		
TSR 1 (50)	10	30	10			Challenger needs all 10 MW on FG 3 and 2 MW on FG 2. Defender loses 50. Or does defender only lose some lesser amount, giving the challenger less on FG 3?
AFC	10	28	0	0	0	
Capacity Needed		0	15	3		
TSR 2 (10)			5	3	-2	Challenger needs all of FG 3 & 4, but taking it will result in over subscribing FG 5.
AFC	10	28	0	0	-2	
Capacity Needed		0	10	0		
TSR 3 (10)		2	7	1		Challenger needs all of FG 3.
AFC	10	30	0	1	-2	
Capacity Needed		0	3	0		
TSR 4 (80)			6	50	24	Challenger needs half of FG 3. Over subscribed FG 5 corrected.
AFC	10	30	0	26	22	TP lost 88 MW to grant the Challenger 30 MW.

- 1) Is it a valid defender if the challenger will lower the total capacity of the defender by some number greater than the total of the Challenger?
- 2) Is it a valid defender if he has a counter-flow that will take a constrained path negative?
- 3) Do you stop the competition once the total capacity being preempted exceeds some number greater than the challenger?
- 4) Do you make commercially equivalent paths close enough so that the above won't be a problem?

Same Increment Single Defender Gain

				Flowgate AFC		
Duration	TSRs	MW	TDF	Timepoint 1	Timepoint 2	
				50	50	Initial Value
1 Day	Defender 1	100	0.5	-50	0	
2 Day	Challenger	100	0.1	-10	-10	
				-10	40	Updated Value
1 Day	Recall 1	20	0.5	10	0	
				0	40	

Same Increment Single Defender Loss

				Flowgate AFC		
Duration	TSRs	MW	TDF	Timepoint 1	Timepoint 2	
				20	20	Initial Value
1 Day	Defender 1	200	0.1	-20	0	
2 Day	Challenger	20	0.5	-10	-10	
				-10	10	Updated Value
1 Day	Recall 1	100	0.1	10	0	
				0	10	

Multiple Defenders Gain								
Duration	TSRs	MW	TDF	Flowgate AFC				
				Flowgate 1		Flowgate 2		
				Timepoint 1	Timepoint 2	Timepoint 1	Timepoint 2	
				50	25	10	15	Initial Value
1 Day	Defender 1	100	0.5	-50				
1 Day	Defender 2	50	0.5		-25			
1 Day	Defender 3	20	0.5			-10		
1 Day	Defender 4	30	0.5				-15	
2 Day	Challenger	100	0.1	-10	-10	-10	-10	
				-10	-10	-10	-10	Updated Value
1 Day	Recall 1	20	0.5	10				
1 Day	Recall 2	20	0.5		10			
1 Day	Recall 3	20	0.5			10		
1 Day	Recall 4	20	0.5				10	
				0	0	0	0	Final Value

Multiple Defenders Loss								
Duration	TSRs	MW	TDF	Flowgate AFC				
				Flowgate 1		Flowgate 2		
				Timepoint 1	Timepoint 2	Timepoint 1	Timepoint 2	
				40	40	40	40	Initial Value
1 Day	Defender 1	50	0.8	-40				
1 Day	Defender 2	50	0.8		-40			
1 Day	Defender 3	50	0.8			-40		
1 Day	Defender 4	50	0.8				-40	
2 Day	Challenger	60	0.5	-30	-30	-30	-30	
				-30	-30	-30	-30	Updated Value
1 Day	Recall 1	38	0.8	30				
1 Day	Recall 2	38	0.8		30			
1 Day	Recall 3	38	0.8			30		
1 Day	Recall 4	38	0.8				30	
				0	0	0	0	Final Value