

Change Proposal – F40/02 (Page 1 of 2)	CP No: 510
<b>Implemented 26/04/01</b>	
<b>Title</b> <i>(mandatory by originator)</i> SAA and BMRA System Sell and System Buy Price Default Rules	
<b>Description of Change</b> <i>(mandatory by originator)</i>  The SAA and BMRA functionality for calculating System Sell Price and System Buy Price under default circumstances needs to be amended to conform with the defaulting rules defined in Section T of the Balancing and Settlement Code. <i>This CP has been raised for the enduring solution to Workaround 020 that was implemented on 26 April 2001 under the Error Correction process in BSCP40.</i>	
<b>Proposed Solution(s)</b> <i>(mandatory by originator)</i>  The system functionality within both BMRA and SAA should be amended with regards to the calculation of the System Buy and System Sell Prices under default circumstances by the provision of the requisite software functionality.	
<b>Justification for Change</b> <i>(mandatory by originator)</i>  Section T of the Balancing and Settlement Code – specifically Section T 4.4.5 and 4.4.6, defines the calculation of the System Buy and System Sell Price under default circumstances, therefore the functionality supported by the BMRA and SAA system should comply with that defined in the Balancing and Settlement Code.	
<b>Other Configurable Items Potentially Affected by Proposed Solution(s)</b> <i>(optional by BSCCo)</i>  W020 defines the workaround for the calculation of System Buy and System Sell Prices under default conditions and therefore once this change to system functionality is implemented, this Workaround can be closed.	
<b>Impact on Core Industry Documents</b> <i>(optional by originator)</i>  None	
<b>Related Changes and/or Projects</b> <i>(mandatory by BSCCo)</i>  None	

***Originator's Details:***

***BCA Name.....Colin Berry .....***

***Organisation.....***

***Email Address.....***

***Date.....***

***[BSC Panel Representative].....***

***Organisation.....***

Attachments: N\* (If Yes, No. of Pages attached:.....)  
*(delete as appropriate)*