

## Service Design

### Technical Design

Product Criteria	Slow Reserve	Quick Reserve
<b>Direction</b>	Low (Positive Reserve) & High (Negative Reserve)	
<b>Minimum Capacity</b>	1 MW	
<b>Time to full output</b>	Maximum of 15 minutes of instruction	Maximum of 1 minute from instruction
<b>Maximum Activation Period</b>	A minimum of 120 minutes	A minimum of 15 minutes
<b>Minimum Activation Period</b>	A maximum of 30 minutes	A maximum of 5 minutes
<b>Maximum Recovery Period</b>	A maximum of 30 minutes	A maximum of 3 minutes
<b>Aggregation rules</b>	Providers can aggregate units within a GSP Group	
<b>Dispatch Solution</b>	BM – BOAs / Non-BM - ASDP	
<b>Operational &amp; Performance Metering</b>	1Hz	
<b>Ramp rates</b>	Maximum ramp rates - not greater than 100% of contracted capacity per minute. Maximum instantaneous ramp rates – unit cannot deliver more than 50% of contracted capacity in any 30 seconds period of ramping.	No maximum ramp rate limits.
<b>Performance Monitoring</b>	Penalties for over (>120%) and under (95%) deliveries	
<b>Baselining</b>	60-minute nomination baseline	
<b>Energy Requirements</b>	N/A	At least 1 activation at 100% of contracted capacity per Settlement Period

## Service Design

### Procurement Design

Product Criteria	Slow Reserve	Quick Reserve
<b>Unit Cap/ Bidding Volume Cap</b>	N/A	300 MW
<b>Frequency of Procurement</b>	Daily	
<b>Auction Timing</b>	D-1 14:00	
<b>Service Window</b>	1* 8 hour overnight block (23:00-07:00) + 8 * 2 hour blocks	Interim: 2h Window Enduring: Settlement Period
<b>Auction Platform (for Firm Requirement )</b>	Enduring Auction Platform	
<b>Stacking</b>	Same MW cannot be sold twice	
<b>Payment Structure</b>	<b>Firm service:</b> Availability+ Utilisation <b>Optional service:</b> Utilisation	
<b>Payment Mechanism</b>	Availability: Pay-as-clear Utilisation: Pay-as-bid	