D/L Workshoot designed by Nigel Plays	For Associate Countries			1		
D/L Worksheet designed by Nigel Plews	For Associa	lie Col	unines			
G = 200 Runs for Associate Countries	 		470 NOT 4	174		
When Target Score has been calculated, ignore any decimal point. E	g. 170.9 bec 	omes	170 NOT 1			
FIRST INNINGS INTERRUPTIONS/CLOSURE DETAILS	Interruption		1	2	3	4
Over's left going off field (at Interruption)	interruption	1	<u>'</u>		<u> </u>	7
Wickets down		2				
Resources % left going off field (at Interruption)	Chart	3				
Overs left going on field	0.16.1	4				
Resources % left going on field (end of Interruption)	Chart	5				
Resources % lost during suspension	3 minus 5	6				
Total % resources lost in suspension(s)		6a				
Overs available at start of innings		7				
Resources % available at start of innings	Chart	8				
Resources % ultimately used by Team 1(R1)	8 - 6a	9				
Team 1 Final score		10				
START OF INTERVAL - CALCULATION OF TARGET SCORE	- E- DELAYE	D ST	ART Tean	n 2		
	Interruption		1	2	3	4
Team 2 overs available at start of interval (actual if delay)		11				
Resources % available at start to Team 2	Chart	12				
Ultimate % resources available Team 1 (R1)	Box 9	13				
Team 1 Final score		14				
Target score calculation:		15				
A. If (12) more than (13): (12) - (13)/100 X 200(G) + (14)+1						
B. If (13) more than (12): (14) X (12) / (13) + 1						
SECOND INNINGS INTERRUPTIONS - CALCULATION OF T	ARGET SC	ORE	ı			
	Interruption		1	2	3	4
Over's left going off field (at Interruption)		16				
Wickets down		17				
Resources % left going off field (at Interruption)	Chart	18				
Overs left going on field		19				
Resources % left going on field (end of Interruption)	Chart	20				
Resources % lost during suspension	(18) - (20)	21				
Total % of resources lost in suspension (s)		21a				
Overs allocated at start to Team 2		22				
Resources % available at start to Team 2	Chart	23				
% resources ultimately available (R2)	(23) - (21a)	24				
Team 1 Final score		25				
Target score calculation:		26				
A. If (24) is more than (9)						
(24) - (9) / 100 X 200(G) + (25) + 1						
B. If (24) is less than (9)						
(25) X (24) / (9) + 1						