

D/L Worksheet Revised by Ken (kantilal) Patel		For Associate Countries				
G = 200 Runs for Associate Countries. Use 2002 Resource Chart.						
Ignore any decimal point after Calculation of Target Score. Eg. 170.9 becomes 170 not 171(Rnd Down & add 1)						
FIRST INNINGS INTERRUPTIONS/CLOSURE DETAILS		Interruption	1	2	3	4
Overs available at Start of Team 1s innings		1				
Resources % available at Start of Team 1 innings	Chart	2				
Over's Left going off field (at Interruption)		3				
Wickets down		4				
Resources % Left going off field (at Interruption)	Chart	5				
Overs Left going back on field		6				
Resources % Left going back on field (end of Interruption)	Chart	7				
Resources % Lost during suspension	5 minus 7	8				
Total % resources Lost in suspension (cumulative)		8a				
Resources % ultimately used by Team 1 (R1)	2 minus 8a	9				
Team 1 Final score (S)		10				
START OF INTERVAL - CALCULATION OF TARGET SCORE- DELAYED START Team 2		Interruption	1	2	3	4
Use any formula from below you are comfortable with						
Overs available at start to Team 2 after interval(actual if delayed)		11				
Resources % available at Start to Team 2 (R2)	Chart	12				
Resources % available to Team 1 (R1)	Box 9	13				
Team 1 Final score (S)	Box 10	14				
Target score calculation for Team 2= (T)		15				
A. If (12) is more than (13):						
T= (12) - (13)/100 X G(200) + (14)+1						
or T= (R2 - R1) X 2 + S +1						
B. If 12 is less than 13: T= (14) X (12) / (13) + 1 or T= S X R2 / R1+1						
SECOND INNINGS INTERRUPTIONS - CALCULATION OF TARGET SCORE Team 2		Interruption	1	2	3	4
Use any formula you are comfortable with						
Overs allocated at Start to Team 2		16				
Resources % available at Start to Team 2	Chart	17				
Over's Left going off field (at Interruption)Over's Left going off field		18				
Wickets down		19				
Resources % Left going off field (at Interruption)Resources %	Chart	20				
Overs Left going back on fieldOvers Left going back on field		21				
Resources % Left going back on field (end of Interruption)Resources %	Chart	22				
Resources % Lost during suspension	(20) - (22)	23				
Total % of resources Lost in suspension (cumulative)Total % of resources Lost		23a				
Resources % ultimately available to Team 2 (R2)Resources % ultimately available to Team 2	(17) - (23a)	24				
Team 1 Final score (S)Team 1 Final score (S)		25				
Target score calculation for Team 2 = (T)Target score calculation for Team 2 =		26				
A. If (24) is more than (9) A. If (24) is more than (9)						
(24) - (9) / 100 X G(200) + (25) + 1, or(24) - (9) / 100 X G(200) + (25) + 1, or						
T = (R2 - R1) X 2 + S+1						
B. If (24) is less than (9)						
(25) X (24) / (9) + 1 or T= S X R2 / R1 + 1						